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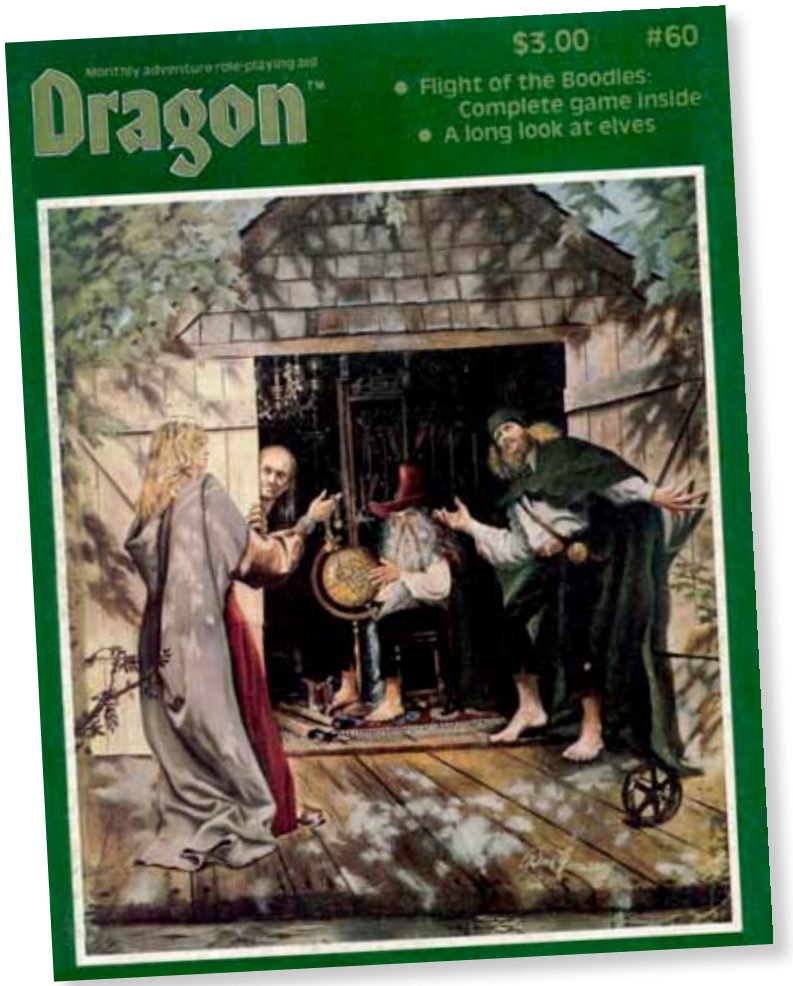
DRAGON

A Dungeons & Dragons Roleplaying Game Supplement

Dragon Anniversary:

For the Loonies and Crackpots



By Mike Mearls

Illustration by Dean Morrissey and Howard Lyon

Back in the day, character classes like the jester were marked as NPC classes, but I don't know anyone who obeyed that stricture. What was the fun of creating new classes but putting them out of a player's reach?

With that out of the way, it's easy for me to peg why the jester class has so much appeal to me. Anyone who has played in a long-term campaign with me knows that I love playing colorful characters. My serious characters are usually the result of playing in campaigns like Living Greyhawk (a goofy character might get a stranger's character killed, so that's bad form), trying something different, or fitting in with a group that wanted to strike a serious tone. All things being equal, though, I like playing oddballs.

I've played a half-orc cleric of Moradin who, due to overly protective adoptive dwarf parents, thought he was a very tall dwarf. My character in a modern-day action game was a research scientist who bred epic-level bad luck in everyone around him. The one warlord I played had the tactical sense of a banana and the insight and perception of Mr. Magoo. What can I say, I like laughing at the table.

Thus, the jester was the perfect class for me. After coming up with justifications for a goofy fighter or an absent-minded wizard, the jester was the easiest class for me to slip into. I didn't have to come up with a weird back story or a hook. The class spoke for itself.

Best of all, Roger Moore, the jester's creator, made this class work. The spell list is exactly the sort of stuff a troublemaking player wants to use. Climbing walls and picking pockets are the starting points for sending an adventure in a completely weird, unexpected direction. Best of all, access to shields, leather armor, and spells made the class actually viable. You weren't blasting enemies to cinders or pulling the fighter back from the brink of death, but a jester did pull his own weight.

Of course, if you're going to play a jester, you have to go with a gnome. I've always had a soft spot for that race because of its natural fit with the jester class. With the release of the original *Dragonlance* trilogy, I had an entire mountain's worth of evidence that gnomes were supposed to be played as complete goofballs.

Unfortunately, I've never had the chance to play the class on an extended basis. In my AD&D days, I was either the DM or playing a magic-user in the Forgotten Realms® setting. Once 3rd Edition rolled around, the jester didn't show up until I updated it for inclusion in *Dragon Compendium* by Paizo Publishing.

So, in honor of those loonies and crackpots like myself, here's the original jester.

About the Author

Mike Mearls is the Group Manager for the Dungeons & Dragons® roleplaying game. His recent credits include *Player's Handbook*® 3, *Hammerfast*, and *Monster Manual*® 3.

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Dragon 60

The Jester

A comical, clever, charismatic new NPC.

By Roger Moore

Jesters are adventurous non-player characters with an overwhelming sense of the absurd. They roam from place to place, telling tales, pulling practical jokes, insulting the most fearsome of monsters and characters, and generally making nuisances of themselves. Because of their outlook on the world and their special powers, they may prove potentially useful (or annoying) to adventuring parties.

Any human or demi-human race may have jesters, but only humans, half-elves, and gnomes have unlimited advancement in the class. Halflings may go to 12th level before their jokes get boring, and elves may go to 10th level before their jokes get too exotic. Dwarves are not very humorously inclined and may only reach the 6th level. Since half-orcs and their kin all think things like thumbscrews and iron maidens are marvelously comic (feelings not shared by many other people), they may only attain the 4th level of experience. Half-elves can advance without limit because they are able to draw from human and elven comedy and thus have a richer sense of humor. Gnomes are more adventurous on the whole than halflings are, and are more mischievous as well; thus, they can progress further than the latter.

A jester must be either neutral good, chaotic good, true neutral, or chaotic neutral. The intelligence and wisdom scores of a jester must each be at least 12, charisma must be at least 13, and dexterity must be 9 or better. Jesters with intelligence, wisdom, and dexterity scores all of 16 or higher gain a 10% bonus to earned experience points. Charisma, in the case of a jester, refers primarily to his/her skill in drawing attention and not to physical appearance, which may vary widely. Jesters tend to be smaller than the average height of their race.

The jester class cannot be combined with any other class at any time by the same character. Any change from the jester's alignment to a lawful or evil alignment immediately makes the jester a thief with only climbing and pickpocketing skills and no others, not even the normal thieving skills. If he or she changes or is changed back to the former alignment or another acceptable one, the character may resume play as a jester after a rest of one month of game time.

Jesters' hit dice are six-sided, and they may have as many as 10 hit dice. Beyond 10th level, the jester gets two additional hit points per level.

Jesters' Special Abilities

1: One new language, over and above those already allowed to the jester NPC because of intelligence, may be learned at each odd-numbered level of experience, including first level. To reflect the jester's naturally strange mind, the new language may (if the DM desires) be rolled randomly from the table on p. 102 of the *Dungeon Masters Guide*, re-rolling if the resulting language is already known.

2: Due to their outrageous mannerisms and peculiar dress, jesters gain a +1 on initiative die rolls in combat situations with all types of opponents (who are assumed to be too stunned or surprised to react quickly).

3: Jesters save on the thief table, with a +1 on all saving throws to account for their extremely good luck.

4: Jesters can climb walls and other rough vertical surfaces with a base 75% chance of success. This chance improves 2% for each level from second through ninth, and 1% per level thereafter to a maximum chance of 99%. Racial and dexterity bonuses for climbing, from p. 16 of the *Players Handbook*, are applicable to jester NPCs.

5: From the third level onward, jesters may pick pockets as well as a thief of two levels lower. Racial and dexterity bonuses apply to this ability as well.

6: Being the masters of wit and insult that they are, jesters may raise the morale of friends and lower the morale of enemies within a 60-foot radius of the jester. The morale score alteration is either +10% or –10%, depending on whether the listener is an ally or an enemy. There is no saving throw against this ability. A jester who is engaged in altering the local morale conditions can perform other actions at the same time, like fighting, climbing, running, etc. Morale is altered through the skillful use of loud vocal commentary and hand gestures; thus *silence*, *paralysis*, *hold*, and other related spells can prevent morale alteration if used successfully against the offending jester. Morale effects begin immediately after one round of verbal and somatic communication by the jester, and continue for as long as the jester cares to keep it up (to a maximum of 6 turns, when he or she gets hoarse) plus 2–8 turns thereafter. Only those creatures able to understand what the jester is saying will be affected. A jester who insults orcs in the hill giant tongue will have no effect on their morale, but a hill giant behind the orcs, if within 60 feet, will certainly be affected. In the same situation, if another NPC was within 60' of the jester, was allied with the jester and understood the hill giant language, he would have an improved morale score at the same time the hill giant's morale is lowered. If the hill giant fails a morale check, he will leave (ears burning) and not return for at least 20 minutes.

7: Jesters of any level are immune to insanity of any sort (no matter what anyone else thinks). This does not include *confusion* spells and the like.

8: Jesters are accustomed by trade to juggling small objects and doing tricks with them. This experience has an important side effect; any time a jester is aware that a small grenade-like object, dagger, or dart has been tossed within 10 feet of him or her, there is a base 80% chance, +1% per level of the jester to a maximum of 99%, that the jester can successfully catch the item in question and immediately (in the same segment) toss it back in the direction it came from. The jester cannot do anything else in that round, but may do this up to three times in a round if necessary. Only objects up to 10 gp (one pound) in weight may be so caught in this manner. The category of grenade-like objects could include vials of poison, flaming bottles of oil, acid grenades, or the third form of *Otiluke's Freezing Sphere*. Even a poisoned dagger may be safely grasped if the jester catches it, provided the hilt itself is not poisoned. The jester will not be struck by the item if he or she misses, unless the caster had made a successful "to hit" score in the first place. If the jester catches a dagger or dart but has no expertise with the weapon, it can be thrown back but will have the non-proficiency penalty on the chance to score a hit. To perform this action, the jester must have at least one hand free and cannot be wearing any sort of glove or hand covering.

9: At the 16th level of ability and above, a High Jester is also known as a Prince of Fools. He or she then gains the power to read and utilize scrolls of a magic-user or illusionist nature, with the same degree of skill as a 10th-level thief. The same chances for causing the spell to be misunderstood or backfire are present; however, if the spell backfires, there is only a 10% chance that it will adversely affect the jester casting it. (Other people nearby may not be so fortunate.)

10: Jesters are so skilled at casting their voices (most commonly when using mannequins) that they function as if they had a permanent *ventriloquism* spell, though this ability is not magical. The range of this ability is a 1" radius around the jester (10 feet indoors and 30 feet outdoors). As with the spell, the jester may change his or her voice, make different sorts of noises, and so on, so long as the noises are something that could conceivably be made vocally. There is a 10% chance per point of intelligence that each listener has above the Intelligence of the jester that the ruse will be discovered; this chance may be rolled once per round when the ventriloquism ability is used.

Weapons and armor

Jesters may only wear leather armor but they may employ small shields of any sort in combat. They tend to dress in bright colors, but might not necessarily be highly visible at extreme ranges. The weapons permitted to jesters are clubs, daggers, scimitars, slings, staves, and swords (either short, long, or broad swords). Oil may be used as a weapon, but jesters will almost never use poison under any circumstances but the most extreme. Too frequent use of poison changes a jester's alignment to evil irrevocably. Jesters attack on the thief's combat table, but have none of the thief's benefits on backstabbing opponents. Two weapons may initially be chosen by a jester character at first level. The nonproficiency penalty is -3, and a new weapon is gained for every four levels of experience beyond the first.

JESTER TABLE I

Experience points	Exp. level	6-sided dice for accumulated hit points	Level title
0 – 1,100	1	1d6	Wit
1,101 – 2,200	2	2	Comic
2,201 – 4,500	3	3	Clown
4,501 – 9,000	4	4	Buffoon
9,001 – 18,000	5	5	Joker
18,001 – 36,000	6	6	Trickster
36,001 – 64,000	7	7	Harlequin
64,001 – 100,000	8	8	Merryandrew
100,001 – 140,000	9	9	Jester
140,001 – 200,000	10	10	High Jester
200,001 – 400,000	11	10+2	High Jester (11th)
400,001 – 600,000	12	10+4	High Jester (12th)
600,001 – 800,000	13	10+6	High Jester (13th)
800,001 – 1,000,000	14	10+8	High Jester (14th)

200,000 experience points per level for each additional level beyond the 14th.
Jesters gain 2 hit points per level after the 10th.

Magic items

Magic leather armor, magic small shields, and magic weapons of the permitted types may be employed by jester characters! Only those magic items usable by all character classes and restricted to none may also be used by a jester.

At the Dungeon Master's option, jesters may have several special magical items that can be used only by the jester class. Other character classes attempting to make use of these items may suffer only minor damage, a mild form of insanity or confusion, or some other effect of a comic nature. The Dungeon Master is left to his or her own best judgment and creativity in coming up with such items and their potentially useful or debilitating effects. Imagine the uses of the *Nose of Bozo*, the *Arrow of Steve Martin*, or the dreaded *Tome of Henny Youngman*.

Henchmen and hirelings

Jesters may take into service any sort of standard hireling as listed in the *Dungeon Masters Guide*, with the exception of any lawful or evil characters. Henchmen may be taken at any level and may be any character class except paladins, assassins, monks, and any other lawful or evil characters. Jesters do not normally establish castles or citadels, and don't attract any followers even if they do. They can give performances at arenas in any city, as well as spontaneous shows at any street corner; payment by local crowds should be determined by the DM. A jester of ninth level or more may establish a "fun house" or carnival to attract bigger crowds and make more money; details, again, should be worked out by the DM.

Magic spells

By dint of studious application, and a lot of luck, jesters may manage to commit to memory a small number of magic spells normally usable by magic-users, druids, or illusionists. All the jester's spells are of the Enchantment/Charm variety, and there is a 1% chance per level of the spell that it will misfire each time it is used and have no effect, since jesters' minds weren't made for storing spells well. Jesters must research the spells they wish to know (and may invent new ones if they desire); upon learning each new spell, a jester is able to record it in a special spell book that cannot be used by anyone but another jester, so he or she can relearn the spell after it is cast. This is very much like the way in which rangers learn and use their magic-user spells. Jesters can cast their spells while wearing leather armor. A complete list of spells (if the DM desires, include other Enchantment/Charm spells) is as follows:

First level

Animal Friendship (D)
Charm Person (M)
Friends (M)
Hypnotism (I)
Sleep (M)

Second level

Forget (M)
Ray of Enfeeblement (M)
Scare (M)
Trip (D)

Third level

Hold Animal (D)
Hold Person (M)
Suggestion (M)

Fourth level

Charm Monster (M)
Confusion (M)
Fumble (M)

Fifth level

Feeblemind (M)
Hold Monster (M)

Sixth level

Mass Suggestion (I)

Seventh level

Mass Charm (M)

Eighth level

Otto's Irresistible Dance (M)

Jester Table II shows the levels at which a jester may gain new spells and how many spells the jester may cast per day. Jester NPCs will use these spells to best possible advantage in causing the most amusing situations that can be imagined by the DM. Only in times of great danger or duress will the jester use these spells with an intent to cause real harm.

JESTER TABLE II

Jester level	New languages	Climb walls	Pick pockets	Catch objects	Jester spell level 1	2	3	4	5	6	7	8
1	1	75%	–	81%	–	–	–	–	–	–	–	–
2	0	77%	–	82%	1	–	–	–	–	–	–	–
3	1	79%	30%	83%	2	–	–	–	–	–	–	–
4	0	81%	35%	84%	2	1	–	–	–	–	–	–
5	1	83%	40%	85%	3	2	–	–	–	–	–	–
6	0	85%	45%	86%	3	2	1	–	–	–	–	–
7	1	87%	50%	87%	4	3	2	–	–	–	–	–
8	0	89%	55%	88%	4	3	2	1	–	–	–	–
9	1	91%	60%	89%	4	4	3	2	–	–	–	–
10	0	92%	65%	90%	4	4	3	2	1	–	–	–
11	1	93%	70%	91%	4	4	4	3	2	–	–	–
12	0	94%	80%	92%	4	4	4	3	2	1	–	–
13	1	95%	90%	93%	4	4	4	4	3	2	–	–
14	0	96%	100%	94%	4	4	4	4	3	2	1	–
15	1	97%	105%	95%	4	4	4	4	4	3	2	–
16	0	98%	110%	96%	4	4	4	4	4	3	2	1
17	1	99%	115%	97%	4	4	4	4	4	4	3	2
18	0	99%	125%	98%	4	4	4	4	4	4	4	3
19	1	99%	125%	99%	4	4	4	4	4	4	4	4

Bazaar of the Bizarre:
Wrought from Shadows

By Claudio Pozas and Robert J. Schwalb

Illustrations by Patri Balanovsky, Warren Mahy, and Milivoj Ćeran

Few temptations compare to that of shadow. Great power awaits those willing to pay its price. In exchange for a paltry fee, one can shape nightmares and bend the darkness. For a mere fragment of the soul, a commodity one can surely do without, the dead rise from their graves and the light-loathing creatures of the Shadowfell skitter and creep in your wake. Oh yes, the shadow is seductive. Do you have the courage to embrace it?

The paths to wielding shadow magic are many and varied. Some people are born to it, or at least remade to embrace it. Others seek it out, forging despicable pacts with inscrutable beings whose darkness extends far further than their poisoned souls. And then there are those who stumble upon it, who wrest it from the plane's unrelenting embrace and make it their own.

The Shadowfell's gloomy atmosphere infects everything it touches. The mortals who make their homes there must contend with the oppressive despair dogging their thoughts and fight against the dark impulses awakened in their dreams. They must stave off the ennui that settles over them like unwanted mantles. And if mortals must face the plane's sinister nature, one can only guess at how the plane shapes and transforms those objects created and left there.

The magic items introduced here have strong ties to the world's darkest reflection. Some are relics of bygone eras, once held in the hands of powerful wielders of shadow magic, or forged by ancient masters in the shadows of Gloomwrought.

Choosing a magic item steeped in darkness as these items are puts shadow magic into your hands. Unlike other avenues of shadow power, wielding a relic of the night does not require a sacrifice of your soul and may not affect changes in your other abilities. This said, you might play up these items' more sinister aspects by making subtle changes to your character's description. Perhaps the injuries you sustain during your adventures leave hideous scars or are slow to heal. Maybe you become pale with bruised eyes, speaking in a ragged, whispery voice. Animals shrink away from you. Children cry in your presence. Lights flicker when you enter a room. These alterations and others of your devising might persist for as long as you carry the item or they could stay with you, suggesting the item's lasting influence even after you surrender it. Whatever you decide, gaining a relic of the night should be a momentous occasion and present a temptation to take the first step into darkness.

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Haunted Armor

Wearing this armor provides some proof against the pull of death. However, that protection comes at an unnerving price. *Haunted armor* was worn by a warrior who fell in battle. The lingering aura of death is altered by means of subtle rituals to allow the armor's new owner to avoid that fate. Still, those who wear *haunted armor* report whispers from the prior owner and a cold, clammy feeling rushing over them. A suit of *haunted armor* left unwatched sometimes quietly rearranges itself, as if some unseen creature was preparing to don it. Even worse, any damage caused by the killing wound remains. Sometimes, fresh blood drips from such tears or punctures.

Haunted Armor Level 2+ Common

At first glance, this looks like a standard suit of armor. Still, you sense a strange, disquieting presence about it.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Any
Enhancement: AC
Property: You gain a +2 power bonus to death saving throws. This bonus increases by 1 for each death saving throw you have failed during the current encounter.

Shade Weapon

This deadly weapon is composed of pure shadow energy that has been forged into a solid state. Streaks of white power sometimes dance along the weapon's length, taking on the passing form of shrieking faces and writhing figures. When a *shade weapon* is used to defeat a foe, it draws in a slice of its victim's soul and transforms it into a shade animated by shadow magic. That shade moves at the command of the weapon's wielder. A second command causes the shade to explode in a burst of necrotic energy, harming all around it.

Shade Weapon Level 5+ Rare

This weapon is crafted from gleaming black metal. Wisps of white energy shift and flow across its surface.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (At-Will ✦ Conjuration): Free Action. *Trigger:* You slay a living creature with an attack using this weapon. *Effect:* You conjure a Medium shade in a square adjacent to the creature. The shade lasts until it is destroyed or until the end of the encounter, and it occupies its square. While the shade persists, you can move it up to 5 squares as a minor action.

The shade can be attacked, and all of its defenses are 10. It has no hit points, but if it is hit by an attack that deals damage, it is destroyed. It is otherwise immune to attacks' effects.

Power (At-Will ✦ Necrotic): Minor Action. Each shade that you created with this weapon explodes, causing any creature that is adjacent to one or more of the shades to take 5 necrotic damage.
Level 15 or 20: 10 necrotic damage.
Level 25 or 30: 15 necrotic damage.

Ebon Gauntlets

These metal gauntlets are crafted from the armor worn by destroyed wights, death knights, and similar undead creatures. The aura of death that surrounds such monsters remains imbued in their armor. A creature caught in the grip of gauntlets taken from such suits slowly loses its life force as the *ebon gauntlets* channel it away from that creature and to their wearer.

Ebon Gauntlets Level 13 Common

The inner palms of these black gauntlets are covered with small metal studs. Touching the studs causes a faint sense of nausea to course through you.

Item Slot: Hands 17,000 gp
Property: When a creature you have grabbed fails an escape attempt against your grab, that creature takes 5 necrotic damage, and you regain 5 hit points.

Mask of Fear

A *mask of fear* is a carefully preserved skull fitted with straps and joints to serve as a helm and imbued with fear magic. When its wearer suffers an injury, motes of red light flare within its eye sockets. The attacker suffers waves of panic and fear, compelling it to back away from the mask. Blackguards and rogues favor this item, since it forces attackers away and leaves a clear route for escaping or maneuvering.

Mask of Fear Level 9 Uncommon

This mask is little more than a carefully preserved skull, refined with metal joints to allow it to fit over its wearer's head. Black runes cover its stark, white surface.

Item Slot: Head 4,200 gp
Property: You gain a +2 item bonus to Intimidate checks.
Power (Encounter ✦ Fear): Immediate Reaction. *Trigger:* An enemy hits you with a melee attack. *Effect:* You push the triggering enemy 1 square.

Shadow Box

A *shadow box* is a small wooden container that can capture a sliver of a creature's shadow essence. When the user activates the box's magic, that sliver reaches out across the shadowy ether to pull its owner through the planar firmament and back to the box. In this manner, a creature attuned to the box can never be captured or imprisoned. As long as a thief has an accomplice willing to protect the box and activate it when necessary, no prison can contain him or her.

Shadow Box Level 14 Uncommon

This plain teakwood box is covered with elaborate sigils that seem to have been burned into its surface. Now and again, the sigils dance and move, like shadows cast by a campfire.

Wondrous Item 21,000 gp
Power (Daily): Minor Action. You or one willing creature adjacent to you is now attuned to the box. The box can have only one creature attuned to it at a time.
Power (Daily): Move Action. The creature attuned to the box disappears from its current location and instantly appears adjacent to you. This transportation works only if the creature is on the same plane as the box.

About the Authors

Claudio Pozas is a feelance artist and writer whose recent design credits include *Player's Option: Heroes of Shadow*™ and several articles for *Dragon*® magazine. He lives in Rio de Janeiro, Brazil, with his wife, Paula; son, Daniel; and pet dire tiger, Tyler. His art can be seen at www.claudiopozas.com.

Robert J. Schwalb has contributed design to or developed nearly two hundred roleplaying game titles for Dungeons & Dragons®, *Warhammer Fantasy Roleplay*, *A Song of Ice and Fire RPG*, *Star Wars RPG*, and the *d20 system*. Some of his more recent work for Wizards of the Coast. can be found in *Player's Handbook*® 3 and *Player's Option: Heroes of Shadow*™. He's also a regular contributor to both *Dragon*® and *Dungeon*® magazines. For more information about the author, be sure to check out his website at www.robertjschwalb.com or follow him on Twitter (@rjschwalb).

Dragon Anniversary:

The Sculpting Bug

By Peter Lee

Illustration by Kelly Freas and Ralph Horsley

I remember when my older brother first opened that box of basic D&D delight. It must have been around 1981. I was only 7, but it was the start of a golden age of gaming. We spent the next few years with many TSR games: *Star Frontiers, Marvel Superheroes, Top Secret, Awful Green Things from Outer Space*, and probably my favorite childhood game, the *Dungeon!* board game. I was hooked, and I wanted more. Sometime during middle school, I got a subscription to Dragon magazine. Back then, it was my only source of hobby gaming news.

Each month, I tore through the new issue and gleefully read everything related to D&D. At first, I skipped over the esoteric "Through the Looking Glass" articles. It wasn't until I was a sophomore in high school that the Dungeon Master for my D&D group introduced me to painting miniatures. Once I picked up a paintbrush, I devoured each back issue in search of any nugget of miniature lore I could find. One article in the January 1990 issue caught my eye—Ed Dobrianski's "Do-it-Yourself Dragons." My mind was riveted—here's someone who isn't just painting miniatures; he's sculpting them from scratch!

This short article has many fundamentals of miniature design. Build a skeleton first! Start with the face! Allow your work to cure, so you don't damage it while working on another part! Natural light is the best broad-spectrum light source for photography! It was a great launching point for a new hobby. I immediately went to the neighborhood hardware store and purchased a package of epoxy putty. Over the next couple of years, I tried sculpting creatures, terrain pieces, scenic bases, and so forth. One of my first attempts was a treant, but with my inferior tools and even worse sculpting skills, this tree is better described as a bacon elemental. I had to put down the putty when I left for college, since I had no time or room for miniatures in the freshman dorm.

A decade later, the Internet was in full swing and I came back to miniature painting and sculpting. When the 3rd Edition D&D® game launched, I had the bright idea to paint a miniature for every monster in a new campaign—a dream thwarted by the 80 monsters required in the first adventure alone. But this dream did get me sculpting again, and I created many miniatures I'm still proud of today, including shriekers, huge earth elementals, and gelatinous cubes. I can trace all that creativity back to the single article published back in 1990. "Do-it-Yourself Dragons" was patient zero—it ignited my love for miniature design, and I would not be at Wizards of the Coast without it.

About the Author

Peter Lee is a Tabletop Game Developer working on a multitude of Dungeons & Dragons® board games. Peter focuses on component-heavy products, such as D&D® Miniatures and D&D® Dungeon Tiles. Recent board games include *Conquest of Nerath*™ and the Adventure System games starting with *Castle Ravenloft*™.

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Dragon 153

Through the Looking Glass: Do-it-Yourself Dragons

By Ed Dobrianski

Since the introduction of miniatures into fantasy role-playing games, I have been interested in making my own figurines. The major obstacle I had to overcome was finding suitable construction material. In 1981, I solved this problem by using a two-part solid epoxy resin found in most hardware stores. Look for a package with two different-colored bars that resemble plasticine. One bar is the actual glue; the other is the hardener. When buying this product, it is important to get the type that molds like clay, as other types will prove to be unworkable. This material is totally safe to use, having no toxic fumes. Although the package warns of possible skin irritation, I have used it extensively and have never had this problem.

To use, knead both bars with your fingers until they blend into one uniform color. If the epoxy appears to dry slightly, moisten your hands with water. After one hour, the material will become unworkable; it will be completely dry in about eight hours. When dry, it is harder than plastic or porcelain, so your figurine should last forever.

But first, of course, you need to know what to make and how to make it.

What Can You Make?

The larger your figurine, the more epoxy resin you will need and the greater your overall cost. Most of my figurines stand about 1 foot high and require approximately 12 packages of epoxy resin each. Each package contains 1.4 oz., which works out to 16.8 oz. per figurine. At an approximate cost of $2 per package, it will cost about $24 for the modeling material for each figurine. Including the wire, solder, and paint, the total cost of a figurine of this size should not exceed $30. This is not bad when you consider that a mediocre-quality plastic airplane model costs the same amount.

I recommend that you start with a small figure to familiarize yourself with the modeling material. Do not make your figurine too small, as you will find it almost impossible to work any detail into it. Small man-size figures are best bought at your local hobby store. When making your own figurine, stick to the larger monsters, such as dragons, wyverns, and purple worms. I suggest that you start with something simple, like a purple worm, before attempting something as complex as a dragon.

After deciding what you want to make, it may be of some help to work from a picture or a sketch. Don't be disappointed, however, if your finished work does not look exactly like the picture. It's better to use your own imagination. You needn't use a picture at all, though, if you want to create a figure that is completely unique. The stranger the monster, the better.

What Will You Need?

The list of tools and supplies needed for making epoxy figurines is not extensive. The basic list follows.

Building Materials
Galvanized wire
Solder
Soldering paste
Two-part solid epoxy resin (Epoxy Patch)

Tools
Wire cutters
Pliers
Soldering gun or soldering iron
File
Tapered instrument (cocktail stick, etc.)
Mini-grinder (not essential but very helpful)

Making the Frame

Large, complex figures require a wire frame. Although the dried epoxy resin is very hard, it can also be brittle and must be reinforced. In fact, at least one third of your total time in making the figure should be spent in frame construction. For making your frame, use galvanized wire, which is specially treated to prevent rust. This wire should be stiff and

not easily bent except with the use of pliers and wire cutters. This will ensure that the structure is as strong as possible. Different gauges of wire can be used for different areas of the figure. For example, the claws of the monster require a smaller gauge of wire than the frame of the body.

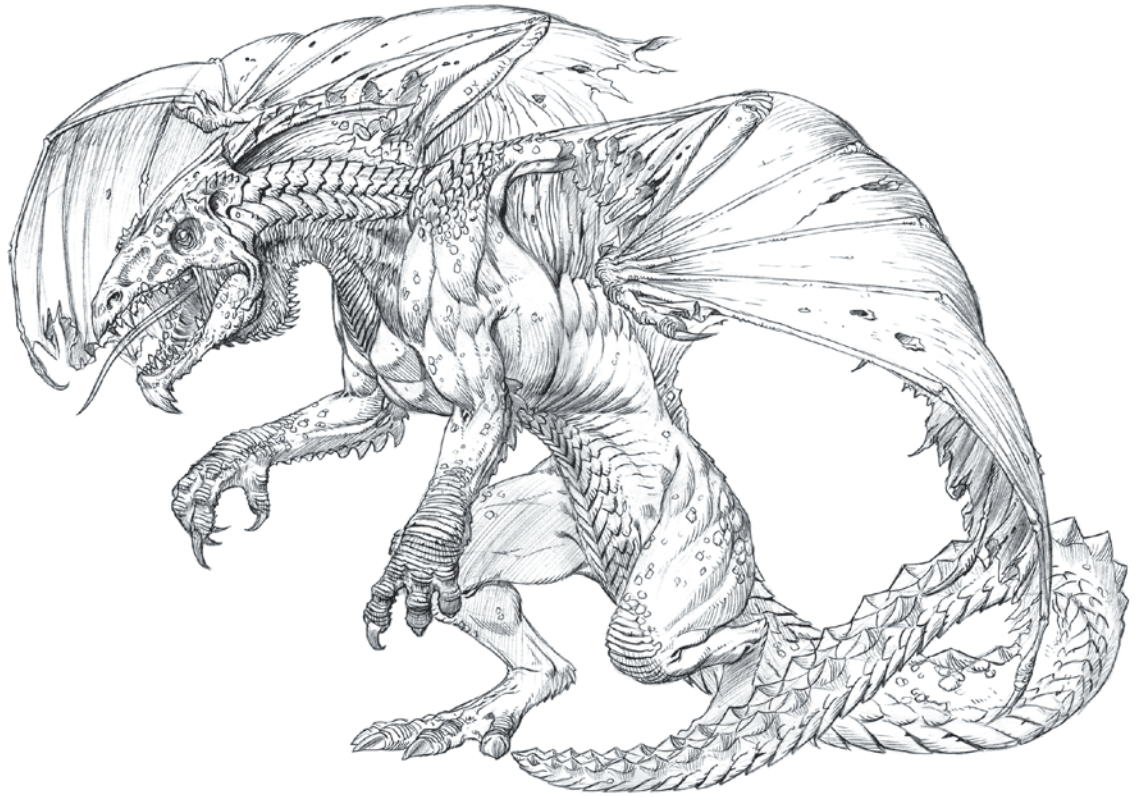
Construct the frame of your figure as if you were making the actual skeleton of the monster. The more work you put into the frame, the less work and modeling material will be required for the figure. Any spikes, protrusions, or appendages should be reinforced with wire. Failure to do this will result in a weak piece that may break off. Delicate parts, like claws and wings, can be made separately and soldered to the rest of the frame. Parts that you may want to taper or end in points can be filed or ground. A mini-grinder is very helpful with these features. The finished frame should be capable of standing on its own.

Modeling the Figure

The Head: Start with the head when modeling your figure. If the head of the figure does not look right, the rest of it will not look right, either. Keep in mind the most important aspects of the head—the teeth and eyes. For larger figures, make the teeth individually by molding small amounts of the epoxy resin over pieces of wire. At the root of each tooth leave 1/4" of wire protruding. After making teeth in various sizes, allow them to dry for at least eight hours. Mold the head with the mouth open. Before the head dries, push the root of each tooth into the jaw to ensure maximum strength. You can mold the eyes yourself, or else use beads or jewelry. To aid in modeling, use a tapered instrument such as a cocktail stick or a toothpick. Any spikes or protrusions should be reinforced with wire. These pieces can be done separately, allowed to harden, and later soldered to the frame of the head.

The epoxy resin can be easily worked for up to an hour. Thereafter, you can add detail for almost another hour until the resin becomes too hard. Do most of your work before the epoxy dries, as this will prove easier than trying to add detail later. If necessary, the epoxy can be sanded, drilled, or filed after it has hardened. Allow the head to harden before working on another part of the figure, to prevent accidental damage.

The Body: If you have constructed a good wire frame, it will not be necessary to use large amounts of epoxy resin to fill the body of the figure. With your fingers, knead a circular piece of the material in a spiral pattern, working out from the center, until it is about 1/16" thick. Next, cover the body area with the molding material, forming a skin over the wire bones. Gently press the seams together and mold the resin to the frame. Do not cover any areas that have to be soldered at a later time, such as the upper portion of the body where wings or limbs may be attached. Press out unwanted holes, indents, and depressions from the inside, or wait until the epoxy has hardened so that you can repair these areas with additional molding material. Before working on the details, allow the epoxy to harden for approximately one hour or until it is no longer soft. When adding details, a variety of instruments may be used to achieve the desired effect.



The Wings: Knead a circular piece of epoxy in a spiral pattern until it covers a large area similar to the desired shape of the wing. It should be approximately 1/16" thick with no holes. Lay the molding material on a plastic bag, placing the wire frame of the wing over the material. Make sure that the material covers the entire frame of the wing, leaving only the area to be soldered exposed. Cut any excess material away from the frame. Next, mold small amounts of the epoxy resin over the wing, covering all exposed wire. If necessary, cut strips of the epoxy and lay them over the wire, working them into the wing. When the wing has been sculpted to your satisfaction, carefully pull the plastic bag from the resin. Add any desired details and allow the wing to dry in a vise or lay it down on the plastic bag.

The Legs, Arms, and Claws: Legs, arms, and other appendages can be made separately, allowed to harden, and soldered to the frame of the figure. These appendages usually end in claws or talons, depending upon the type of monster you wish to create. Each digit in the claw should be reinforced by a wire that is tapered to end in a point. The wire itself can be filed or ground to fashion talons or nails. Allow the finished claw to completely harden before soldering it to the arm or leg.

The Stand: You can construct your stand out of a variety of materials, including wood or plaster. I prefer to use wire covered by molding material. Your figurine should be soldered strongly to the stand. If necessary, you can weight the stand using lead sinkers soldered to the strong wire frame of the base and cleverly concealed as rocks or hills.

Once again, knead the epoxy until you can cover the entire stand area. Place the stand on a plastic bag before covering it with the modeling material. Later, when the resin dries, the plastic can be easily separated from the base. When modeling the material, allow it to follow the contours in the wire base to create an interesting design. After allowing the stand to harden, cut and glue felt to the bottom using a waterproof glue such as Weldbond. Your finished stand should be interesting to look at but shouldn't detract from the figure itself.

Painting the Figure

I recommend using an airbrush for large figures. This instrument is capable of fine gradations in colors that a brush simply cannot match. Small areas that you do not wish to airbrush can be easily covered with sticky-tack or masking tape. Larger areas can be covered with plastic. First, spray your figure with an undercoat of primer, preferably white; the primer provides a binding surface for the other colors. A light-colored primer is best because it intensifies the brighter colors. Slightly darken your base colors and spray the areas you want shaded. For highlights, do the same but use a lighter color. Ink can also be sprayed and is excellent for shading, as it tends to find its way into every crack and crevice. Finally, add fine details using a good-quality paintbrush. A good book on airbrushing or painting miniatures is a definite asset. Let your imagination run wild. A red dragon is not just red but is highlighted with shades of brown, purple, yellow, etc. The best painted figures are done in a combination of colors, shades, and tints.

Photographing the Figure

I am an amateur photographer, yet I was able to achieve excellent results when photographing my figures. By following a few simple rules, you can easily do the same. First, shoot your photos out of doors. You cannot beat natural sunlight. Bring something to set your figure on, such as a small fold-up table. Use a field or the sky as your background. Before taking your pictures, make sure the sun is at your back and pay special attention to where the shadows are cast. Crouch slightly below the table and take your picture as if you were looking up at the figure. This will give your figure the illusion of being much larger than it is. I recommend using a good 35mm camera and taking several shots of each figure from a variety of different angles.

For really spectacular photos, make your own backgrounds. If required, whole landscapes can be purchased. These are usually made from cardboard or plastic and require assembly, but you can build your own. Cardboard, plaster, and paint can be used to make almost anything you desire.

Summary

You do not have to be an expert to make your own figurines. What you really need is quite a bit of patience and time. Be prepared to spend 40 hours or more on a single large figure. Even smaller figurines can require at least eight hours. As with most things, figure modeling takes practice. Artistic ability is a definite asset. Your number one tool is your imagination.

If you love to make things, give this a try. You'll find hours of challenging entertainment and the satisfaction of creating your own figurines. Even simple figures will surprise and amaze your friends. Unlike manufactured miniatures, your figurines will be truly unique.

Dragon Anniversary:

The Return of Tucker's Kobolds

By Bart Carroll

Illustrations by Jim Holloway and Franz Vohwinkel

If you'd asked for my favorite issue of *Dragon* magazine, I would've told you issue 86. That was the first issue I ever bought, from the magazine rack in the back of a neighborhood bike shop (it was a strange little shop). I still remember the cover illustration, with its fantasy chessboard (a repeated motif: issues 83, 89 and 118 also featured fantasy chessboards), and its special attraction—Great Stoney, the papercraft castle this 10-year old reader dutifully (and shoddily) completed. When I was finished, few of my doorways aligned properly, but I still loved that thing.

Fast-forward a few years. I was now well entrenched in the hobby, painting miniatures with slightly better degrees of fine motor skill and patience. My favorite *Dragon* article also came from this era: "Tucker's Kobolds," Roger E. Moore's missive from issue 127. I think a lot of readers feel the same way—it's a famous editorial. For those who've never had the pleasure of reading it, I'm pleased to present it. For those of you who have, here's a welcome remembrance.

At the time (and I know this mentality still exists), certain monsters were keyed to certain levels—not just levels of the dungeon (a concept that's been largely abandoned), but levels of your character. You met kobolds at level 1, hobgoblins at level 2, gnolls at level 3, and so on. You didn't expect to face a beholder until the upper reaches of a campaign, nor would you want to—some things are best looked forward to, in dreaded anticipation.

Until I read this editorial, I thought the converse also held true. Once you graduated past kobolds, they were no longer a meaningful threat. When you've reached the Hall of the Fire Giant King, you didn't expect to face more hill giants, right?

"Tucker's Kobolds" challenged this assumption. It illustrated the flexibility of the game, and the danger any monster could present when handled by a clever, crafty DM. Suddenly, there was no reason to mothball lower-level critters just because the party had advanced; no reason to follow some arbitrary, linear progression through the *Monster Manual*. Deviation from that progression, for me, led to an even greater appreciation for the game's monsters.

The philosophy of Roger Moore's editorial still rings very true. Every player likes not so much to succeed as to overcome. Players appreciate the game's challenges—which is a given, a no-brainer, of course. But as "Tucker's Kobolds" taught me, it's the responsibility of the DM to keep his or her players suitably challenged—and an art to do so with foes even so "lowly."

Happy 400th, *Dragon*—may your pages always be plagued by kobolds!

About the Author

Bart Carroll is neither the result of genetic experimentation by some insane wizard, nor a nightmarish creature loathsome beyond description (though he has been called both); a medium natural humanoid, he joined Wizards of the Coast in the spring of 2004. Originally producing their licensed property websites (including *Star Wars* and *G.I. Joe*), he transitioned to the Dungeons & Dragons® website, where he's remained part of the D&D Insider team. In this role, he generates website content that supports the online magazines and the gamer lifestyle—of which he is an extremely proud adherent.

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Dragon 127

Tucker's Kobolds

By Roger E. Moore

This month's editorial is about Tucker's kobolds. We get letters on occasion asking for advice on creating high-level AD&D® game adventures, and Tucker's kobolds seem to fit the bill.

Many high-level characters have little to do because they're not challenged. They yawn at tarrasques and must be forcibly kept awake when a lich appears. The DMs involved don't know what to do, so they stop dealing with the problem and the characters go into Character Limbo. Getting to high level is hard, but doing anything once you get there is worse.

One of the key problems in adventure design lies in creating opponents who can challenge powerful characters. Singular monsters like tarrasques and liches are easy to gang up on; the party can concentrate its firepower on the target until the target falls down dead and wiggles its little feet in the air.

Designing monsters more powerful than a tarrasque is self-defeating; if the group kills your super-monster, what will you do next—send in its mother? That didn't work on Beowulf, and it probably won't work here.

Worse yet, singular super-monsters rarely have to think. They just use their trusty, predictable claw/claw/bite. This shouldn't be the measure of a campaign. These games fall apart because there's no challenge to them, no mental stimulation—no danger.

In all the games that I've seen, the worst, most horrible, most awful-beyond-comparison opponents ever seen were often weaker than the characters who fought them. They were simply well-armed and intelligent beings who were played by the DM to be utterly ruthless and clever. Tucker's kobolds were like that.

Tucker ran an incredibly dangerous dungeon in the days I was stationed at Ft. Bragg, N.C. This dungeon had corridors that changed all of your donkeys into huge flaming demons or dropped the whole party into acid baths, but the demons were wienies compared to the kobolds on Level One. These kobolds were just regular kobolds, with 1-4 hp and all that, but they were mean. When I say they were mean, I mean they were bad, Jim. They graduated magna cum laude from the Sauron Institute for the Criminally Vicious.

When I joined the gaming group, some of the PCs had already met Tucker's kobolds, and they were not eager to repeat the experience. The party leader went over the penciled map of the dungeon and tried to find ways to avoid the little critters, but it was not possible. The group resigned itself to making a run for it through Level One to get to the elevators, where we could go down to Level Ten and fight "okay" monsters like huge flaming demons.

It didn't work. The kobolds caught us about 60 feet into the dungeon and locked the door behind us and barred it. Then they set the corridor on fire, while we were still in it.

"NOOOOOO!!!" screamed the party leader. "It's THEM! Run!!!"

Thus encouraged, our party scrambled down a side passage, only to be ambushed by more kobolds firing with light crossbows through murder holes in the walls and ceilings. Kobolds with metal armor and shields flung Molotov cocktails at us from the other sides of huge piles of flaming debris, which other kobolds pushed ahead of their formation using long metal poles like broomsticks. There was no mistake about it. These kobolds were *bad*.

We turned to our group leader for advice.

"AAAAAAGH!!!" he cried, hands clasped over his face to shut out the tactical situation.

We abandoned most of our carried items and donkeys to speed our flight toward the elevators, but we were cut off by kobold snipers who could split-move and fire, ducking back behind stones and corners after launching steel-tipped bolts and arrows, javelins, hand axes, and more flaming oil bottles. We ran into an unexplored section of Level One, taking damage all the time. It was then we discovered that these kobolds had honeycombed the first level with small tunnels to speed their movements. Kobold commandos were everywhere. All of our hirelings died. Most of our henchmen followed. We were next.

I recall we had a 12th-level magic-user with us, and we asked him to throw a spell or something. "Blast 'em!" we yelled as we ran. "Fireball 'em! Get those little @#+$%*&!!"

"What, in these narrow corridors?" he yelled back. "You want I should burn us all up instead of them?"

Our panicked flight suddenly took us to a dead-end corridor, where a giant airshaft dropped straight down into unspeakable darkness, far past Level Ten. Here we hastily pounded spikes into the floors and walls, flung ropes over the ledge, and climbed straight down into that unspeakable darkness, because anything we met down there was sure to be better than those kobolds.

We escaped, met some huge flaming demons on Level Ten, and even managed to kill one after about an hour of combat and the lives of half the group. We felt pretty good—but the group leader could not be cheered up.

"We still have to go out the way we came in," he said as he gloomily prepared to divide up the treasure.

Tucker's kobolds were the worst things we could imagine. They ate all our donkeys and took our treasure and did everything they could to make us miserable, but they had style and brains and tenacity and courage. We respected them and loved them, sort of, because they were never boring.

If kobolds could do this to a group of PCs from 6th to 12th level, picture what a few orcs and some low-level NPCs could do to a 12th-16th level group, or a gang of mid-level NPCs and monsters to groups of up to 20th level. Then give it a try. Sometimes, it's the little things—used well—that count.

Playtest: New Hybrid and Multiclass Options

By Mike Mearls

Illustrations by William O'Connor, Howard Lyon, Goran Josic, Ben Wootten, and Andrew Silver

With the release of *Player's Option: Heroes of Shadow*™ and *Heroes of the Forgotten Kingdoms*™, characters have more options than ever. This article introduces multiclass and hybrid options that you can use with characters who have access to shadow magic: assassins, binder warlocks, blackguard paladins, and vampires. It also presents options for players who want to mix druid, paladin, ranger, and warlock material in *Heroes of the Forgotten Kingdoms* with other D&D classes.

This article is designated as a playtest. Please send your playtest feedback to playtesting@wizards.com with the subject line "Playtest: New Hybrid and Multiclass Options." Our game developers will review the feedback and integrate it into a future version of the article. Because this material is a playtest, it won't appear in the D&D Insider tools until it is finalized.

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Assassin Options

The following options are for the assassin (*Dragon* 379) and the executioner assassin (*Heroes of Shadow*), as well as for characters who want to gain assassin abilities.

New Guild Training

If you would gain Guild Training as an assassin class feature, you can take Executioner's Guild instead of Bleak Disciple or Night Stalker.

Executioner's Guild: You gain the *assassin's strike* power. You do not gain assassin encounter attack powers.

New Class Feature

When building an executioner assassin, you can select the following class feature instead of your Attack Finesse class feature.

Master of Shrouds

Although you have spent a great amount of time studying the martial aspects of being an executioner, you are drawn to the power of shadow magic more than your fellow assassins are. You use shadow magic more than most executioners do, making it integral to your killing technique.

Benefit: You gain the *assassin's shroud* power, and you can use Dexterity instead of Strength when making melee basic attacks with one-handed weapons.

New Feats

The following feats allow you to mix and match executioner abilities with those of other classes.

Practiced Killer [Multiclass Assassin]

The path of darkness calls to you, granting you power in return for your obedience to the principles of the vice it embraces.

Benefit: You gain training in one skill from the executioner assassin's class skills list. You gain proficiency with ki focuses.

Once per encounter, you can deal 1d8 extra damage with a weapon attack using a one-handed weapon, a garrote, a blowgun, or a shortbow. The extra damage increases to 2d8 at 11th level and 3d8 at 21st level.

Shadow Master

You have focused on the ability to wield shadow magic. As a result, you can unleash devastating attacks infused with the essence of shadow power.

Prerequisite: Assassin (executioner)

Benefit: Choose one daily assassin attack power of your level or lower. You gain that power. You can prepare one fewer vial of assassin poison during an extended rest. The vial lost must be of the highest-level assassin poison that you can create.

Shadow Poisoner

You know that the power of shadow magic can be supplemented by guile and intrigue, and you have mastered the art of crafting assassin poisons.

Prerequisite: Assassin, at least one daily attack power that has a level

Benefit: You learn the recipe for one assassin poison of your level or lower, as per the executioner's Poison Use class feature. When you take an extended rest, you can choose to lose the use of one of your daily attack powers; if you do so, you can create one vial of an assassin poison of a level that is less than or equal to the level of the power you lost.

Hybrid Assassin (Executioner)

Hybrid executioners are common; many members of this class study arcane magic, worship deities of death, or cultivate other cover identities to mask their true talents.

Class Traits

Role: Striker

Power Source: Martial and shadow

Key Abilities: Dexterity, Charisma

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple one-handed melee, military one-handed melee, simple ranged, blowgun, bola, garrote, shortbow

Implement Proficiencies: Ki focuses

Bonus to Defense: +1 Fortitude or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Class Features: Assassin's Strike (hybrid), Attack Finesse (hybrid), Guild Attacks (hybrid), Poison Use (hybrid)

Hybrid Talent Options: Nimble Drop, Flawless Disguise

Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid executioner with any other type of assassin.

Class Features

Hybrid executioners have the following class features.

Assassin's Strike (Hybrid): When you can choose an encounter attack power that has a level, you can choose *assassin's strike* instead of an encounter power from your hybrid classes. This power counts as *assassin's strike* for purposes of feats and paragon path features. If you already have *assassin's strike* and already have an encounter attack power from your other hybrid class, then instead of choosing or replacing an encounter attack power, you can increase the extra damage dealt by your *assassin's strike* by 1d10.

Assassin's Strike (Hybrid) Assassin Attack

You strike with precision at the exact right moment, landing an attack that can be instantly fatal.

Encounter ✦ Martial
No Action **Personal**
Trigger: You hit a creature within 5 squares of you with an attack using a weapon.
Target: The creature you hit
Effect: The target takes 1d10 extra damage from the triggering attack. If the target is helpless, this damage is maximized.
Level 11: 2d10 extra damage.
Level 21: 3d10 extra damage.
Special: Nothing but a short or an extended rest can allow you to regain the use of this power.

Attack Finesse (Hybrid): You gain the benefit of the Attack Finesse class feature, except that you deal the extra damage only with basic attacks, assassin powers, and assassin paragon path powers.

Guild Attacks (Hybrid): You choose a guild and gain the benefit of the Guild Attacks class feature, except that you choose only two of the at-will attack powers associated with your guild.

Poison Use (Hybrid): You gain the benefit of the Poison Use class feature, with the following exception. You do not start with access to any poison recipes. When you gain a daily attack power, you can instead opt to learn a poison recipe. When you replace a daily attack power, you can instead replace one of your poison recipes with one of a higher level or with a daily attack power from your other hybrid class. The recipe's level must be less than or equal to your level. For each daily attack power you forgo, you can prepare one poison per day.

Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

Nimble Drop: You must be at least 4th level to choose this option. This class feature functions the same as the executioner class feature.

Flawless Disguise: You must be at least 8th level to choose this option. This class feature functions the same as the executioner class feature.

Blackguard Options

The following options are for characters who want to gain blackguard abilities.

New Feat

The following feat allows you to mix and match blackguard abilities with those of other classes.

Walker of the Dark Path [Multiclass Paladin]

The path of darkness calls to you, granting you power in return for your obedience to the principles of the vice it embraces.

Benefit: You gain training in one skill from the blackguard paladin's class skills list. You gain proficiency with holy symbols.

Once per encounter, you gain the benefit of the Dark Menace class feature for one of your attacks. You can use *shroud of shadow* as a daily power.

Hybrid Paladin (Blackguard)

Hybrid blackguards are relatively rare, since most adventurers who follow that dark path do so with a fervor matched only by a paladin's dedication to justice. Still, some blackguards are practical enough to realize that arcane magic and other talents can help them sow terror and overpower their foes. In fact, some blackguard orders embrace such abilities, cultivating unique combinations of talents to confuse and surprise their enemies.

Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid blackguard with any other type of paladin.

Class Traits

Role: Striker

Power Source: Divine

Key Abilities: Strength, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, scale, plate; light shield, heavy shield

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Implement Proficiencies: Holy symbols

Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 5

Class Skills: Arcana (Int), Athletics (Str), Bluff (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha), Religion (Int), Thievery (Dex)

Class Features: Dark Menace (hybrid), Dread Smite (hybrid), Spirit of Vice

Hybrid Talent Options: Paladin Armor Proficiency, Shroud of Shadow

Class Features

Hybrid blackguards have the following class features.

Dark Menace (Hybrid): This class feature functions the same as the blackguard class feature, except that you deal the extra damage only when you hit with a paladin power or a paladin paragon path power.

Dread Smite (Hybrid): You can select the *dread smite* power whenever you have the opportunity to gain or replace a class encounter attack power that has a level. If you already have *dread smite*, you gain an additional use of the power if you select it again.

Spirit of Vice: You choose a vice and gain the benefit of the Spirit of Vice class feature.

Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

Paladin Armor Proficiency: You gain proficiency with cloth armor, leather armor, hide armor, chainmail, scale armor, plate armor, light shields, and heavy shields.

Shroud of Shadow: You gain the *shroud of shadow* power. In addition, at 7th level or higher, you gain the benefit of the Improved Shroud of Shadow feature associated with your vice.

Vampire Options

The following options are for characters who want to gain vampire abilities.

New Feats

The following feats allow you to mix and match vampire abilities with those of other classes.

Arcane Vampire

The curse of vampirism has warped and twisted your magic, infusing it with an undeniable hunger linked to your soul. When a foe falls to your spells, you absorb shards of its life essence through the strands of your magic. By expending that life energy, you can imbue your spells with increased power.

Prerequisite: Vampire and any arcane class

Benefit: Once per encounter, when your arcane encounter attack power hits at least one enemy, you gain a healing surge.

As a free action when you use an arcane encounter attack power, you can spend a healing surge to gain a bonus to the power's damage roll equal to your Charisma modifier.

Blood Thirst [Multiclass Vampire]

Your curse demands that the life force of other creatures be sacrificed to maintain your undead form.

Prerequisite: Vampirism feat

Benefit: Choose one of your encounter attack powers that has a level. You lose that power and gain *blood drinker.*

Divine Vampire

The gods generally hold the undead in utmost contempt, viewing them as abominations in the cycle of life, worship, and death. Through your devotion and study, you have shown the gods that you are a champion worthy of their mercy.

Prerequisite: Vampire and any divine class

Benefit: Once per encounter, when your divine encounter attack power hits at least one enemy, you gain a healing surge.

Once per encounter, when you use a divine power that allows a target to spend a healing surge, the target can choose to instead lose a healing surge. The target does not regain any hit points from the healing, and you gain a healing surge.

You lose the vulnerable 5 radiant granted by the Child of the Night class feature, and you do not take damage from direct sunlight.

Martial Vampire

Some vampires have learned to integrate the magic of their curse with the other powers they have mastered, such as divine or arcane magic. You have little patience for such talents, focusing instead on your athletic ability and willpower. When you are cornered, you draw unmatched vigor from your undead form.

Prerequisite: Vampire and any martial class

Benefit: Once per encounter, when your martial encounter attack power hits at least one enemy, you gain a healing surge.

The first time you are bloodied during an encounter, you gain a healing surge. If you do not spend the surge by the end of the encounter, you lose it.

Monastic Vampire

A monk must develop absolute mastery over body and mind, using the two as one to defeat enemies. As a vampire, your body is a shell under the domination of the shadow magic that gives you unlife. Thus, when you push your physical form, you gain greater benefits than living mortals do.

Prerequisite: Vampire and monk

Benefit: Once per encounter, when your monk encounter attack power hits at least one enemy, you gain a healing surge.

When you spend a healing surge for any reason, you gain a +2 bonus to speed and a +4 bonus to all defenses against opportunity attacks. These bonuses last until the end of your next turn.

Primal Vampire

Primal magic is concerned with the world of the living. Most primal magic wielders see the undead as a stain upon the natural world, but you have redeemed yourself through your actions and dedication. When you read your foe's blood, the primal magic you wield sings at your victory. Such power

fortifies you, giving your undead body unmatched vigor and endurance.

Prerequisite: Vampire and any primal class

Benefit: Once per encounter, when your primal encounter attack power hits at least one enemy, you gain a healing surge.

You gain two bonus healing surges.

Psionic Vampire

You mastery of the mind allows you to delve deep into your undead soul for psionic power. You drain your foe's mental energy as greedily as you drain its blood, and you use that power in turn to augment your attacks.

Prerequisite: Vampire, Psionic Augmentation class feature

Benefit: Once per encounter, when your augmented psionic attack power or psionic encounter attack power hits at least one enemy, you gain a healing surge.

Once per encounter, as a minor action, you can spend a healing surge to gain 2 power points that expire at the end of your turn.

Vampirism [Multiclass Vampire]

You have gained the curse of vampirism, turning you into a creature of the night.

Benefit: You gain the benefit of the Child of the Night class feature, except that you do not gain darkvision or necrotic resistance. You also gain the Blood Is Life class feature and the Enduring Soul class feature. In addition, reduce the healing surges granted by your class to 2.

Hybrid Vampire

A hybrid vampire is likely a character who was saddled with the curse of vampirism after commencing the study of weapons, arcane magic, or another path. Some hybrid vampires might be younger vampires who seek to augment their shadow talents with new abilities.

Class Traits

Role: Striker

Power Source: Shadow

Key Abilities: Dexterity, Charisma

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies: Holy symbols, ki focuses

Bonus to Defense: +1 Fortutude or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: As a hybrid vampire, you gain two healing surges regardless of the class that you have combined with vampire to create your character.

Class Skills: Acrobatics (Dex), Arcana (Int), Athletics (Str), Bluff (Cha), Diplomacy (Cha), History (Int), Intimidate (Cha), Perception (Wis), Religion (Int), Stealth (Dex), Thievery (Dex)

Class Features: Blood Drinker (hybrid), Blood Is Life, Child of the Night (hybrid), Enduring Soul, Hidden Might, Vampiric Reflexes

Hybrid Talent Options: Embrace Undeath

Class Features

Hybrid vampires have the following class features.

Blood Drinker (Hybrid): You can select the *blood drinker* power whenever you have the opportunity to gain a class encounter attack power that has a level. If you already have *blood drinker*, you gain an additional use of the power if you select it again.

Blood Is Life: You gain the Blood Is Life class feature.

Child of the Night (Hybrid): You gain the Child of the Night class feature, except that you do not gain darkvision or necrotic resistance.

Enduring Soul: You gain the Enduring Soul class feature.

Hidden Might: You gain the Hidden Might class feature.

Vampiric Reflexes: You gain the Vampiric Reflexes class feature.

Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

Embrace Undeath: You gain darkvision and resist 5 necrotic.

Sentinel Options

The following options are for use with the sentinel and for characters who want to gain sentinel abilities.

New Feats

The following feats allow you to mix and match sentinel abilities with those of other classes.

Knack for Survival

You have always had a strong connection to the wilderness. Where others found the forest around your village a daunting place of shadowy, lurking fears, you found it a welcome refuge. Your innate connection to the primal world has granted you the near-supernatural ability to survive in the wild.

Benefit: You gain a wilderness knack. If you already have one or more wilderness knacks, you gain this knack in addition to those you already have.

Sentinel Initiate [Multiclass Druid]

You are a defender of the natural world, called to serve the primal powers that ward against planar intrusions. The magic you have gained sustains you and your allies.

Prerequisite: Wisdom 13

Benefit: You gain training in the Nature skill. Once per day, you can use the *healing word* power. You gain proficiency with staff and totem implements.

Hybrid Druid (Sentinel)

A hybrid sentinel understands that protecting the natural world demands a wide variety of skills. By dabbling in other power sources and classes, a hybrid sentinel is able to respond to many threats and opponents.

Class Traits

Role: Leader

Power Source: Primal

Key Abilities: Wisdom, Constitution

Armor Proficiencies: Cloth, leather, hide; light shields

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies:: Staffs, totems

Bonus to Defense: +1 Fortitude

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3.5

Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Perception (Wis)

Class Features: Acolyte of the Natural Cycle, Animal Companion, Combined Attack (hybrid), Healing Word (hybrid)

Hybrid Talent Options: Wilderness Knack (hybrid), Druid Armor Proficiency, Paragon of the Natural Cycle, Animal Companion Power, Nature's Bounty

Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid sentinel with any other type of druid.

Class Features

Hybrid sentinels have the following class features.

Acolyte of the Natural Cycle: You gain the Acolyte of the Natural Cycle class feature.

Animal Companion: You gain the Animal Companion class feature. Your companion is determined by the season you chose as part of your Acolyte of the Natural Cycle class feature.

Combined Attack (Hybrid): You can select the *combined attack* power whenever you have the opportunity to gain a class encounter attack power that has a level. If you already have *combined attack*, you gain an additional use of the power if you select it again.

Healing Word (Hybrid): You gain the *healing word* power. The power functions as normal except that you can use it only once per encounter.

Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

Wilderness Knack (Hybrid): You gain one of the sentinel's wilderness knack options.

Druid Armor Proficiency: You gain proficiency with cloth armor, leather armor, hide armor, and light shields.

Paragon of the Natural Cycle: You can gain this class feature only if you are 13th level or higher and already have the Acolyte of the Natural Cycle class feature.

Animal Companion Power: You can gain this class feature only if you are 17th level or higher and already have the Acolyte of the Natural Cycle class feature.

Nature's Bounty: You can gain this class feature only if you are 27th level or higher and already have the Acolyte of the Natural Cycle class feature.

Cavalier Options

The following options are for use with the cavalier paladin and for characters who want to gain cavalier abilities.

New Feat

The following feat allows you to mix and match cavalier abilities with those of other classes.

Soldier of Virtue [Multiclass Paladin]

The path of darkness calls to you, granting you power in return for your obedience to the principles of the vice it embraces.

Prerequisite: Strength 13, Charisma 13

Benefit: You gain training in one skill from the cavalier paladin's class skills list. You gain proficiency with holy symbols.

You gain the *defender aura* power. You can use *righteous radiance* as an encounter power.

Hybrid Paladin (Cavalier)

Few cavaliers blend the talents of multiple classes. Those who do are usually members of military orders dedicated to gods that embrace a variety of powers. Cavaliers dedicated to a god of magic might combine with the sorcerer or wizard classes, whereas those with a link to a fey lord might become paladin/warlocks.

Class Traits

Role: Defender

Power Source: Divine

Key Abilities: Strength, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail, scale, plate; light shields, heavy shields

Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged

Implement Proficiencies: Holy symbols

Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 7.5

Hit Points per Level Gained: 3

Healing Surges per Day: 5

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

Class Features: Defender Aura, Holy Smite (hybrid), Righteous Radiance, Spirit of Virtue

Hybrid Talent Options: Paladin Armor Proficiency, Righteous Shield

Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid cavalier with any other type of paladin.

Class Features

Hybrid cavaliers have the following class features.

Defender Aura: You gain the *defender aura* power.

Holy Smite (Hybrid): You can select the *holy smite* power whenever you have the opportunity to gain a class encounter attack power. If you have *holy smite*, you can choose to replace it with another encounter attack power when you have the option to swap such powers. If you already have *holy smite*, you gain an additional use of the power if you select it again.

Righteous Radiance: You gain the *righteous radiance* power.

Spirit of Virtue: You choose a virtue and gain the benefit of the Spirit of Virtue class feature associated with your virtue.

Hybrid Talent Options

If you take the Hybrid Talent feat, you can select one of the following options.

Paladin Armor Proficiency: You gain proficiency with cloth armor, leather armor, hide armor, chainmail, scale armor, plate armor, light shields, and heavy shields.

Righteous Shield: You gain the *righteous shield* power. In addition, at 7th level or higher, you gain the benefit of the Improved Righteous Shield class feature associated with your virtue.

Ranger Options

The following options are for use with rangers. They allow different types of rangers to swap powers.

New Feats

The following feats allow you to mix and match ranger abilities with those of other classes.

Archery Mastery

Expert archery requires focus and dedication. You allow one of your abilities to fade away so that you can master a difficult trick shot.

Prerequisite: Any ranger at-will attack power that has a level

Benefit: Choose one of your ranger at-will attack powers that has a level. You lose that power and gain one of the powers granted by the Expert Archer class feature.

Disrupting Shot

You trade one of your ranger exploits for a versatile attack ability.

Prerequisite: Any ranger encounter attack power that has a level

Benefit: Choose one of your ranger encounter attack powers that has a level. You lose that power and gain the *disruptive shot* power.

Ranger's Powerful Strike

You trade one of your ranger exploits for the ability to deal more damage with your weapon attack.

Prerequisite: Any ranger encounter attack power that has a level

Benefit: Choose one of your ranger encounter attack powers that has a level. You lose that power and gain the *power strike* power.

Warlock Options

The following options are for use with warlocks. The feats allow different types of warlocks to swap powers.

New Feats

The following feats allow you to mix and match warlock abilities with those of other classes.

Pact Blade Manifestation

You gain the ability to make your pact weapon, a physical sign of your alliance with an otherworldly power, appear in your hand.

Prerequisite: Warlock, must have a pact that has a pact weapon associated with it

Benefit: You gain the Pact Weapon warlock class feature. You gain the at-will attack power associated with the pact weapon but not the encounter attack power.

Pact Blade Mastery

You give up one of your warlock abilities, and in exchange, your pact weapon gains a new attack power.

Prerequisite: Pact Blade Manifestation feat

Benefit: Choose one of your warlock encounter attack powers that has a level. You lose that power and gain the encounter attack power associated with your Pact Weapon class feature.

Binding Initiate [Multiclass Warlock]

You have studied the magic needed to create a binding pact with a planar entity.

Benefit: You gain training in one skill from the binder warlock's class skills list. You gain proficiency with rods and wands.

Choose a binder pact boon. You gain the at-will attack power and the utility power it grants at 1st level as encounter powers.

Hybrid Warlock (Binder)

Binders dabble in strange magic and rituals to gain their power. Many of them have an innate curiosity that leads them down the dilettante's path. They cultivate a sense of discovery and experimentation that allows them to combine disparate talents into a unique package.

Class Traits

Role: Controller

Power Source: Arcane

Key Abilities: Charisma, Dexterity, Intelligence

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Implement Proficiencies: Rods, wands

Bonus to Defense: +1 Reflex or Will

Hit Points at 1st Level: 6

Hit Points per Level Gained: 2.5

Healing Surges per Day: 3

Class Skills: Arcana (Int), Bluff (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

Class Features: Pact Boon, Shadow Twist (hybrid)

Hybrid Talent Options: Shadow Walk

Hybrid Restriction

When building a hybrid character, you cannot combine a hybrid binder with any other type of warlock.

Class Features

Hybrid binders have the following class features.

Pact Boon: Instead of choosing a 1st-level warlock at-will attack power, you gain the binder's Pact Boon class feature.

Shadow Twist (Hybrid): You gain the benefits of the Shadow Twist class feature, but its benefits applies only to your warlock powers and warlock paragon path powers.

Hybrid Talent Option

If you take the Hybrid Talent feat, you can select the following option.

Shadow Walk: You gain the Shadow Walk class feature.

About the Author

Mike Mearls is the Group Manager for the Dungeons & Dragons® roleplaying game. His recent credits include *Player's Handbook® 3*, *Hammerfast*, and *Monster Manual® 3*.

Dragon Anniversary:

Consult Limb Loss Subtable

By Bruce R. Cordell

Illustrations by Jack Crane and Eva Widermann

When something in a Dungeons & Dragons game strikes me as funny, ridiculous, or is otherwise appropriate, I've been known to quip in a serious tone, "Consult Limb Loss Subtable."

Often as not, I get only a sort of half-laugh or a blank stare for my trouble. Don't those people realize I'm reaching back into the rich heritage all D&D players share when I blurt out this gem?

Maybe so, but probably not; the truth is, I'm referencing a section of an obscure article that appeared in *Dragon*® magazine when I was in high school. Whether anyone gets my reference or not, I never fail to smile at my own razor wit.

For me, *Dragon* magazine was a secondhand but communal experience. I didn't have my own subscription. But each month I anticipated the release of the latest issue my friends and I shared among the group. In that way, each issue was an exciting event. We'd excitedly talk over the contents, the art, and the advertisements of each new release. "Did you see the cover?" "Wow, look at this game—it has critical charts that go on for *pages*!" and so on.

At the time, I don't think it ever occurred to my friends and me to be critical of any published content related to D&D. We assumed that if it was being published, it must be good. Sure, it might not be for us, but it must be useful for someone.

Which brings me to the Limb Loss Subtable, which was a component of the Wandering Damage System Matrix, itself part of an article called "The Meanest of Monsters."

The article was actually a tongue-in-cheek send-up of the Killer Dungeon Master, and its conceit was to stat up that eponymous beast, and at the same time provide readers with a tool to arbitrarily annoy players: wandering damage.

This article flew smack in the face of our instinct to take seriously everything published in *Dragon*. The article was one of the first times I realized that not everything produced for the game was pertinent to actually playing D&D. Some of it was (gasp) . . . humorous commentary!

Which is probably why the article sticks in my mind—it was an absurd piece, but it was meant to be so. And when one of the entries on the Wandering Damage table indicated that a consultation of the random Limb Loss Subtable was required, I'd argue that the humor reached heights that only the greatest pun groaners can hope for. (Okay, yes, perhaps those heights are only about knee-high, but c'mon, I was thirteen years old.)

So take a look at the article. Then, the next time you're stuck in the dungeon and the DM is threatening to send you into some kind of metaphorical meat grinder, you too can incant the storied words "Consult the Limb Loss Subtable!"

About the Author

Bruce R. Cordell is an Origins and ENnie award-winning game designer whose long list of professional credits include the D&D® *Gamma World*™ *Roleplaying Game*, the *Dark Sun*® *Campaign Setting*, *Forgotten Realms*® *Campaign Guide*™, *Prince of Undeath*™, and *Open Grave: Secrets of the Undead*™. Bruce is also an author of Forgotten Realms novels, including the Abolethic Sovereignty series and Sword of the Gods series. Find him online at brucecordell.com.

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Dragon 96

The Meanest of Monsters

By Craig Kraus

Two creatures that are tougher than anything your character has ever encountered

Dungeon Masters come in many colors, sizes, shapes, and alignments. Two sorts of Dungeon Masters, the Killer Dungeon Master and the Sleep-Inducing Dungeon Master, are particularly nasty and are covered here. General information and common characteristics of these creatures are dealt with in this section.

These two breeds of renegade Dungeon Masters will always appear to be human beings, and continually seek new players for their campaign worlds because no sane person will play with them more than once.

Sleep-Inducing Dungeon Masters: The best time to come upon a Killer Dungeon Master is when he is asleep. Unfortunately, Sleep-Inducing Dungeon Masters never sleep. However, the victims of a Killer Dungeon Master will find this an excellent time to avenge all of their dead characters.

Attacking a Dungeon Master: You will probably be charged with assault, though self-defense may be claimed. Check the laws in your state.

Subduing a Dungeon Master: An attack on a Dungeon Master may be made to subdue rather than to hospitalize. This usually occurs when the entire gang of players becomes enraged simultaneously and rushes the offending Dungeon Master, but no one has access to automatic weapons. *Players Handbooks* are often used for pummeling attacks, as well as soft-drink cans, chairs, and good old-fashioned fists. A maximum of six human-sized attackers per Dungeon Master is possible. When the Dungeon Master is no longer moving except to breathe, he has been subdued.

Example of Subduing a Dungeon Master: Two 8th-level fighters, a 7th-level dwarven fighter, an elven 4th-level fighter/6th-level magic-user, and a halfling thief of 9th level stumble upon an unarmed, wounded orc with no armor. Thinking the orc will be an easy hit, the group approaches. Suddenly the orc pulls out a ray gun and *disintegrates* the entire adventuring party.

"I've been playing that thief for three years!" yells Ken, slamming his fists on the table. Greg, not the type to be outdone, flips the table over and all the dice go with it. Sensing the group's possible displeasure, the Killer Dungeon Master attempts to flee while Mike hurls his copies of the *Players Handbook* and *Monster Manual*; the *Players Handbook* hits. Pat starts throwing empty drink cans, and Nick tackles the Killer Dungeon Master as he reaches the door. Down on the ground, the Killer Dungeon Master is bombarded with dice, books, chairs, and old copies of *Dragon* Magazine. *(These guys are really mad!)* When the Killer Dungeon Master is no longer visible under the debris, Greg announces, "I think he's unconscious." Now it's Miller Time. The Killer Dungeon Master is officially subdued.

Value of a Subdued Dungeon Master: Zilch.

Encountering Multiple Dungeon Masters: Don't stop to ask stupid questions, just run.

KILLER DUNGEON MASTER
(Dungeus Masterus Horribilis Maximus)

FREQUENCY: *Not rare enough*
NO. APPEARING: *1*
ARMOR CLASS: *10 (8 if unwashed)*
MOVE: *12" (15" if pursued)*
HIT DICE: *Constantly*
% IN LAIR: *100% (detailed below)*
TREASURE TYPE: *Special, see below*
NO. OF ATTACKS ON CHARACTERS: *Unlimited*
DAMAGE/ATTACK ON CHARACTERS: *See below*
SPECIAL ATTACKS ON PLAYERS: *Mental stress and frustration*
SPECIAL DEFENSES FROM PLAYERS: *Immune to pleas of mercy*
MAGIC RESISTANCE: *None except to mind-affecting spells, which have nothing to affect (see INTELLIGENCE)*
INTELLIGENCE: *As if you couldn't guess*
ALIGNMENT: *Chaotic destructive*
SIZE: *M*
PSIONIC ABILITY: *Can a vacuum be psionic?*

This mutant strain of Dungeon Master is found in poorly lit rooms, seated at some sort of card table (75%) or desk (25%) behind a flimsy cardboard screen covered with archaic lettering that he never reads. The table and adjacent areas are usually littered with books, notepads, empty soda cans, and miniature lead figures. The Killer Dungeon Master uses this

lair to lure unsuspecting roleplaying gamers into the world of his warped imagination. Once seated at the table, the players are destined to lose at least one dearly beloved character apiece. It is a cruel fate, but unavoidable at this point.

The Killer Dungeon Master thrives on eliminating player characters as fast as one can create replacements, even by computer printout. With the Killer Dungeon Master in charge, monsters will automatically become at least six hit dice more powerful than the scenario suggests is appropriate. If a module places two monsters guarding a treasure, you can count on at least fifteen being there. When a regular Dungeon Master would say, "The three orcs are dead; now you see a small chest," the Killer Dungeon Master says, "So you killed three orcs, huh? Let's see what you can do against twelve mind flayers!"

Killer Dungeon Masters are known to use wandering monsters, deadly traps, and the disease table in the *DMG* to destroy characters, but what really sets them apart from other Dungeon Masters is their access to the revolutionary new Wandering Damage System. The following information was stolen from the notebook of a sleeping Killer Dungeon Master, and is presented in its entirety for the benefit of all gaming humanity (Killer Dungeon Masters have no other treasure but this):

How to Use the Wandering Damage System

First there was the wandering monster. They serve well when applied in hordes, but why not cut out the middleman and just deal out damage to the characters directly? It makes for a smoother, faster-paced game, and if you want to kill off characters quickly, it can only be beaten by divine intervention by Cthulhoid godlings.

Instructions: Whenever a player annoys you in any way, by wearing tasteless clothes or eating the last corn chip, ask him to roll a d20. He may become worried that he's rolling a saving throw.

Ha, ha!!! Little does he know that he just rolled on the Wandering Damage System matrix!!! Repeat the roll as often as desired.

The Wandering Damage System Matrix

Roll	Result
1	Your character has fallen down a flight of stairs; roll his dexterity or less on percentile dice, or else consult Limb Loss Subtable.
2	The monster your character just killed gets up and attacks him, doing 8-80 points of damage.
3	Your character smells smoke; his right arm is on fire. Take 14 points of damage and save vs. gangrene.
4	Your character cuts himself while shaving; consult Limb Loss Subtable.
5	Your character's nose hairs catch fire, and he dies of smoke inhalation.
6	Your character stumbles backward into a yawning chasm and disappears from view.
7	The next time your character says something, he eats his words, chokes on them, and dies.
8	Something cuts your character's nose off, doing 2-12 points damage and really messing up his charisma.
9	Your character steps on a piece of glass; consult Limb Loss Subtable.
10	Your character suddenly catches a severe case of brain death.
11	Something invisible chews on your character, doing 6-36 points damage.
12	Your character develops an incredibly severe case of arthritis and can grasp nothing with his hands; he drops anything he's holding—and if that happened to be a sword or an axe, consult the Limb Loss Subtable.
13-20	Consult the Random Damage Subtable for no reason whatsoever.

Limb Loss Subtable (roll d6)
1 Left leg gone
2 Right leg gone
3 Left arm gone
4 Right arm gone
5 Head gone
6 Torso cut in half

Random Damage Subtable

Roll	Result
01-05	Take 10 hit points damage.
06-10	Take 15 hit points damage.
11-20	Take 30 hit points damage.
21-25	Take 10 hit points damage and consult Limb Loss Subtable, modifying die roll by +5.
26-30	Take 10 hit points damage and roll again on Wandering Damage System Matrix.
31-35	Take 15 hit points damage and then take 30 more.
36-40	Roll every die you own for damage.
41-45	Take 17 hit points damage.
46-50	Take 42 hit points damage.
51-55	Multiply your character's age by 5. Take three times that much damage.
56-60	Take 24 hit points damage and then take 31 more.
61-65	Take 1,000 hit points damage and roll again.
66-70	Roll every die within 30 feet for damage.
71-73	Add up the total hit points of everyone in the party. Take that much damage.
74-75	Take 3 hit points damage and consider yourself very lucky—for the time being.
76-00	What? You didn't get hurt? That's impossible—this system is foolproof. Roll again.

SLEEP-INDUCING DUNGEON MASTER
(Dungeus Masterus Aerheadium Monotonus)

FREQUENCY: *Here and there*
NO. APPEARING: *1*
ARMOR CLASS: *Not applicable, cannot be attacked*
MOVE: *Immobile*
HIT DICE: *Just enough to be considered alive*
% IN LAIR: *100% (detailed below)*
TREASURE TYPE: *Players' dice*
NO. OF ATTACKS ON CHARACTERS: *Nil*
DAMAGE/ATTACK ON CHARACTERS: *Nil*
SPECIAL ATTACKS ON PLAYERS: *Boredom*
SPECIAL DEFENSES FROM PLAYERS: *Boredom*
MAGIC RESISTANCE: *Immune to sleep spells and powers of all kinds*
INTELLIGENCE: *High (for a rodent)*
ALIGNMENT: *Neutral tedious*
SIZE: *M*
PSIONIC ABILITY: *"Psionics? Well, I worked out a system, only 340 pages long, based on the 13th-century German philosopher Noodleheinz, who said form does not precede reality but rather is derived from the innateness of the mental image. Here, I'll get it and show it to you . . . ."*

The Sleep-Inducing Dungeon Master is always found seated at a table (75% likely to be laden with food), behind a homemade screen devoid of writing. The table is well organized though extremely crowded, and the adjacent areas are meticulously clean. Soft Barbra Streisand music can be heard from a concealed sound source, and the room temperature will be ten degrees over the comfortable limit.

The Sleep-Inducing Dungeon Master lives only to steal the dice of unsuspecting role-playing gamers, by luring them into his lair and then boring them to sleep (or, in some cases, to death). Standard techniques used by these Dungeon Masters include excruciatingly dull dungeons, pointless mazes, no monsters or treasure to be found, and constant searches through the rulebooks for scraps of information. ("The combat tables are in here somewhere, I saw them yesterday.") In some cases, a low-level Sleep-Inducing Dungeon Master will have an accomplice, who will be disguised as one of the players. This person will ask questions like, "What does a glaive-guisarme look like?" and will not be able to decide on a name for his mule.

The Sleep-Inducing Dungeon Master gains power by accumulating dice, at the rate of one Dungeon Master level per 1,000 dice stolen from players. As the following table shows, the Sleep-Inducing Dungeon Master is also proficient at making players lose interest in gaming if he can't make them fall asleep.

Sleep-Inducing Dungeon Master Table

DM level	Distract	Sleep	Comatose	Dead
1	50%	10%	–	–
2	55	20	–	–
3	60	30	05%	–
4	65	40	08	–
5	70	50	10	05%
6	75	60	15	10
7	80	70	18	15
8	85	80	20	18
9	90	90	25	20

Distract: Power causes player to wander away from game, either to a nearby checkers set or to the refrigerator.

Sleep: Player falls asleep, either at table or on any nearby sofa. Duration 10-60 minutes.

Comatose: Player will regain consciousness and come to his senses in 4-6 weeks.

Dead: The unfortunate player has been bored to death, with no saving throw.

Character Themes: Born from Shadow

By Matt James

Illustrations by Scott Murphy and Eva Widermann

Developing your character into someone who has a rich story can be a fun and rewarding process. You likely have an idea of what race and what class you want to play, but you might have only a general idea of what your character's life was like before you start playing the character at the gaming table. A theme can help you flesh out your character and provide some interesting options for developing his or her background.

This article presents two options that use the material in *Player's Option: Heroes of Shadow*™ as a springboard: the student of Evard and the Gloom-wrought emissary.

Character Themes

Your character's theme is a career, calling, or identity that describes who he or she is in the world. Just as race and class create basic definitions about who your character is, theme adds a third character component to help refine your story and identity. For example,

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if you're a human wizard who chooses the student of Evard theme, you might have started your life as an assistant to a scholar, learning from every book that this scholar added to his or her library. Perhaps you lived among nobles and spent your time studying lore. When you started reading Evard's tome, you found it fascinating and started focusing more on the lore within it. Each theme can encompass several unique stories within the same concept.

For information on using themes as part of character creation and rules for how to gain and use theme powers and features, see "Heroes of Nature and Lore" in *Dragon* 399.

Student of Evard

In many places, studying death, darkness, and peril is taboo. Most mortals fear what they cannot explain, including death. Those innovative souls who dare to actively seek out death's secrets learn that an entirely new realm of shadow awaits their discovery. Many temples and libraries include tomes on the subject of death. If someone had enough motivation and spent plenty of time researching, he or she could soon learn of the famed shadow mage Evard.

Evard, an enigmatic and potent practitioner of shadow magic, is a master of necromancy and nethermancy. His legacy is such that anyone who has spent time researching the Shadowfell has undoubtedly come across his most famous work, *Legendry of Phantoms and Ghosts*. This 800-page omnibus is one of the finest pieces of writing on the subjects of shadow magic, necromancy, and nethermancy. It covers everything from the creation of apparitions to details on their metaphysical construction and anatomy.

Those who learn of Evard and begin to study his work could become enthralled by all things related to the Shadowfell. Some who study Evard's works become recluses; others might seek to adventure in an effort to learn more of the Shadowfell and its inhabitants. On a research level, those seeking knowledge on these topics try to understand the breaching of the two planes of existence and learn how both sides interact with each other. As Evard noted, "You can never come to appreciate the fabric and essence of life without first knowing in full detail the beauty of death."

Creating a Student of Evard

Students of Evard are introverted, analytical individuals who study death and the afterlife. The succinct and deliberate way in which Evard's *Legendry of Phantoms and Ghosts* was written makes it seem more like a school textbook rather than something read for enjoyment. Students of Evard are inclined toward the scholarly classes, such as cleric, invoker, warlock, and wizard. Some martial classes study Evard's writings as well. Additionally, primal classes have great interest in becoming students of Evard due to their interest in spirits.

Starting Feature

Your instinctive affinity for the essence of darkness and death is what drew you to become a student of Evard. Almost without knowing how you do it, you harness this strength and use it against an enemy's very life force. You bring suffering on yourself at the same time, but most often that's a small price to pay.

Benefit: You gain the *essence of death* power.

Essence of Death — Student of Evard Attack

You call upon your inborn talent to drain the life from a foe, though it comes at a cost.

Encounter ✦ Arcane, Necrotic, Shadow
No Action — **Melee** 1
Trigger: You hit a creature adjacent to you with an attack.
Target: The triggering creature
Effect: You take 1d6 necrotic damage, and the target takes 1d12 extra necrotic damage from the attack.
Level 11: You take 2d6 necrotic damage, and the target takes 2d12.
Level 21: You take 3d6 necrotic damage, and the target takes 3d12.

Additional Features

Level 5 Feature

Having studied Evard's grimoire extensively, you now have a greater understanding of necromancy, nethermancy, and the realm of shadow. You have proven that you are more than a mere dabbler in your chosen arts, and you now receive whispers of knowledge that accelerate your studies. From whom the whispers originate, you are unsure.

Benefit: You gain a +2 power bonus to skill checks involving necromancy, nethermancy, and the Shadowfell. In addition, you can perform the Last Sight Vision ritual, and you can perform it once per day without expending components.

Last Sight Vision

Level: 2 — **Component Cost:** 25 gp
Category: Divination — **Market Price:** 100 gp
Time: 10 minutes — **Key Skill:** Arcana or Religion
Duration: 2 or more rounds

When you perform this ritual in the presence of a corpse or a skull, you witness an auditory and visual replay of the moments before the death of that creature, as seen from the creature's perspective. You cannot perform this ritual on a headless corpse. Once you have performed this ritual for a particular corpse or skull, you must wait until you have gained a level before using it again on the same remains.

Your Arcana check or Religion check result determines the length of time prior to the target's death that you experience.

Check Result	Time Period
19 or lower	2 rounds
20–29	4 rounds
30–39	6 rounds
40 or higher	10 rounds

Level 10 Feature

Thanks to Evard's tome, you have all but mastered your studies of necromancy, nethermancy, and the realm of shadow. Scholars and knowledge-seekers alike flock to you for your expertise. Though your profession and choice of study is taboo in many societies, some find your research of great value. Whether their apprehension of you is justified or not, they acknowledge that your area of study can be important.

For your own edification, this journey has not been without consequence. The whispers you hear have grown more and more frequent. You have become concerned with studying Evard's works even more, and you have given fewer thoughts to your own affairs. Having become distant to family members and friends, you are infatuated with harvesting knowledge of the dead and the shadowy world beyond.

In addition to firmly cementing your influence as a scholar of the dead, you develop greater mastery of the shadow arts. Your comprehension and understanding of the Shadowfell have afforded you certain advantages.

Benefit: Your power bonus to skill checks involving necromancy, nethermancy, and the Shadowfell increases to +4. In addition, during your first turn of combat, you gain a +1 power bonus to attack rolls with shadow powers.

Optional Powers

The secrets associated with shadow magic are guarded closely. In all but the most rare of cases, a large cost is associated with any student desiring to learn more. This cost is attributed to the raw power of shadow magic and the forbidden lore surrounding its creation. Evard is a powerful sage. He knows that the fruits of his own life's work should not go unrewarded. Within the *Legendry of Phantoms and Ghosts*, Evard has imparted valuable knowledge that can unlock special powers and abilities for those who study it.

Level 2 Utility Power

The famed *Tome of Shadow* has greatly influenced Evard's own work. All throughout his writings, references to the tome are notated, especially when it comes to dark foci. These notations draw conclusions between the Plane of Shadow and its connection to each realm and elemental plane. If someone were to see how these pathways are connected, he or she could affect the outcome of reality itself.

Dark Focus — Student of Evard Utility 2

You gain clarity through a dark understanding of life.

Daily ✦ Arcane, Shadow
Free Action **Personal**
Trigger: You make a d20 roll and dislike the result.
Effect: You lose a healing surge and reroll the triggering roll. You must use the second result.

Level 6 Utility Power

You have studied both darkness and light, and you have come to understand how your mind's eye processes each. As a student of shadow, you can enhance your vision to work in shadowed places.

Shadow Vision — Student of Evard Utility 6

Your eyes see that which was previously hidden.

Encounter ✦ Arcane, Shadow
Minor Action **Personal**
Effect: You gain darkvision until the end of your next turn.

Level 10 Utility Power

You have learned how to bleed your essence into the plane of shadow, sacrificing a part of yourself in order to manipulate fate for an ally.

Dread Blessing — Student of Evard Utility 10

You sacrifice your essence to overcome a friend's adversity.

Daily ✦ Arcane, Shadow
Immediate Interrupt **Close** burst 5
Trigger: One ally within 5 squares of you misses with an attack roll or fails a saving throw.
Effect: You lose a healing surge, and the ally rerolls the triggering roll with a +4 power bonus and must use the second result. If the new result is a miss or a failed saving throw, this power is not expended.

Gloomwrought Emissary

Gloomwrought, also known as the City of Midnight, is one of the few bastions of civilization within the Shadowfell. It is a place of treachery and subterfuge, where only the savvy survive. Unscrupulous political houses, whose special interests far outweigh the concerns of social needs, handle governance of the city while Prince Rolan the Deathless serves as the de facto leader. With all the political intrigue surrounding daily life within the city, many wealthy and powerful individuals ceaselessly work to expand their spheres of influence. One way in which they accomplish this is by sending out special envoys that work to further their interests and the interests of Gloomwrought. These Gloomwrought emissaries are crucial to the expansion of the city's political reach and are the eyes and ears of the noble houses.

Joining this elite corps of specialists can be difficult, and whom you know—not what you know—is important in most cases. In some cases, an existing agent of a house recruits emissaries passively by following them for some time and observing them from a distance so their skills and abilities can be gauged. This gives the recruiter time to evaluate and pass judgment before contacting the potential emissary and bringing him or her on board. In other cases, emissaries are cultivated from within the house and are trained from a young age, a method that has a high success rate in developing bright new talent.

Your life as a Gloomwrought emissary depends largely on the master you represent. You might serve as a crafty spy, or a hired assassin sent to eradicate an enemy of your house. You could serve Gloomwrought as a diplomat by using your silver tongue to help spur, or incite, bloody conflict. No matter how you choose to serve, you are an important part of the city's social landscape.

Creating a Gloomwrought Emissary

Most Gloomwrought emissaries are martial combatants: rangers, rogues, and sometimes fighters. These classes have the requisite skill and proficiency to engage opponents in close combat effectively. Because of their cunning and grit, many brutal scoundrel rogues are enlisted as information brokers. They can use their contacts to gain intelligence from others and pressure them into giving up information. Rangers are employed for their ability to traverse the dangerous landscape of the Shadowfell, seeking out other communities and conclaves. They are also adept at tracking those who might have fled the city, and they serve as respected bounty hunters.

For those characters who accept life as a Gloomwrought emissary, training begins immediately, and the path to completion is as dangerous as it is rigorous. Senior members of a house's diplomatic corps set up various trials and tests that must be mastered before a recruit can progress. Despite what is said otherwise, death and dismemberment are a cruel reality of some training missions that emissaries must undertake.

Starting Feature

Gloomwrought is a dangerous city where one misstep can spell your demise. You know that every advantage has to be seized in order to ensure your survival. You have learned to use the shadows to deliver a debilitating blow to an unwitting opponent. As quickly as the shadows ushered you in for the strike, you are able to shrink back into their cold embrace.

Benefit: You gain the *strike from the shadows* power.

Strike from the Shadows Gloomwrought Emissary Attack

You quickly dart from a hidden position and deal a debilitating blow.

Encounter ✦ Shadow
No Action **Special**
Trigger: When using a melee or ranged weapon attack power, you hit a creature that is granting combat advantage to you.
Effect: The creature is weakened until the end of your next turn, and you can shift up to 2 squares.

Additional Features

Level 5 Feature

You are a worthy agent of Gloomwrought and have established many connections that might help you along the way. In honor of your service, you have been given a platinum clasp with the emblem of your house etched upon it. Showing this clasp can aid you when you call upon else for a favor.

Benefit: You gain a +2 power bonus to Diplomacy checks and Streetwise checks.

Level 10 Feature

You have become one of the premier emissaries of Gloomwrought. Though you scoff at any mention of your exploits, explaining them away as exaggeration, you have an undeniably powerful reputation. Your house's master now uses your status to help shape the political landscape of the city and beyond.

Benefit: Once per day, you can reroll a Bluff check, a Diplomacy check, or an Intimidate check. You must use the second result.

Optional Powers

Becoming an emissary of the city requires a certain wit and bravado. You might have been mentored by another emissary in a similar position or could have learned a trick or two by studying those around you. Perhaps a house hired you because of your previous exploits and reputation, or maybe you earned status through dedicated service. Your master would have honed your skills and provided you with the necessary training that would assist you in a life as challenging as yours is.

Level 2 Utility Power

You distract an enemy just long enough for a friend to steal up on it and catch it off guard.

Jibber Feint Gloomwrought Emissary Utility 2

You can talk your way out of any situation, temporarily lowering the defenses of your opponent.

Encounter ✦ Charm
Minor Action **Close** burst 5
Target: One enemy in the burst
Effect: The next creature to attack the target before the end of your next turn gains combat advantage for that attack.

Level 6 Utility Power

With a whispered word and a single graceful leap, you can soar into the air. You can't stay airborne for long, but nothing is handier for ascending to a rooftop or getting away from threatening enemies.

Ghostwalker Gloomwrought Emissary Utility 6

You leave the temporal for but a moment, only to return to the flesh.

Encounter ✦ Shadow
Move Action **Personal**
Effect: You are insubstantial until the start of your next turn, and you fly up to your speed.

Level 10 Utility Power

You speak with the authority of your house's master. Your words carry the weight of an entire city, and you can sway how others view any given situations, whether through a honeyed tongue or a terrifying glare.

Noble's Decree Gloomwrought Emissary Utility 10

People listen when you speak.

Encounter ✦ Charm
No Action **Personal**
Trigger: You make a Diplomacy check or an Intimidate check.
Effect: You gain a power bonus to this skill check equal to your Charisma modifier.

About the Author

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Nerathi Legends: The Iron Wolf Barbarians

By Rich Baker

Illustration by Noah Bradley
Cartography by Adam Gillespie

"A savage folk for a savage land, or so they say. Do you think dwarves are stubborn? Just you try and tell an Iron Wolf to do something he doesn't want to do. He'd rather die where he stands than call any man his master."

Among the forests and mountains of western Selduria lies the homeland of a brave and fierce people—the barbarians of the Iron Wolf tribe. For a thousand years or more the Iron Wolf people have thrown back hordes of orcs, giant marauders, and the sorcerous legions of Karkoth, falling upon each group of invaders with uncommon fury.

Given their warlike nature and their hostility to outsiders, it might seem unusual that the Iron Wolf people are counted among the League of Nerath. The story of this old alliance goes back over three hundred years, when the Nerathi prince Tarmagel invaded the Iron Wolf lands at the head of a mighty army to put an end to the barbarian raiding of Nerathi lands and to subdue the restless savages. The legions of Nerath fought several bloody battles against the gathering horde of Iron Wolf warriors, and a long and terrible war seemed certain. But the chief of the Cloven Skull orcs saw an opportunity too great to pass up and decided to strike a blow against his Iron Wolf enemies while they were sorely pressed by Tarmagel and his soldiers.

The doom of the Iron Wolf barbarians was at hand, but Selfreya, the fierce and beautiful daughter of the Iron Wolf chief and a formidable warrior in her own right, struck an alliance with Tarmagel. Together the Nerathi soldiers and the Iron Wolf warriors smashed the orc incursion. Selfreya and Tarmagel fell in love, and the crown prince of Nerath took the warrior-princess of the Iron Wolf tribe as his wife. The union allowed the Iron Wolf people and other tribes of western Selduria to remain free of Nerathi rule. And as honored allies, the warriors of those peoples often served valiantly in Nerath's legions for the remainder of the empire's days.

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The Five Tribes

The barbaric peoples of Selduria belong to one large ethnic group, the Harthyars. That group is composed of five large tribes, each with its own territories and traditions. All are fierce warriors, but each tribe follows its own customs: some are honorable foes who do not raise their hand against weaker peoples, while others are cruel marauders who leave a wake of blood and fire behind them.

By tradition, the reigning chief or leader of a tribe takes on the tribe's name. For example, the barbarian king Woldred is the Iron Wolf, while the high lady Atreya of Skalgard is the Frostspear, and the archdruid Hurthmer is the Ghostdrake. Most holds and settlements are given simple place-names such as Two Lakes or Split Tree, or are known by the name of the current chieftain there—for example, Woldred's Hold.

Iron Wolf: Scores of Iron Wolf holds and settlements dot the western margins of the great forest, from the vale of the Griffon River to the tip of Cape Harthia. The Iron Wolf people are the strongest and most numerous of the Harthyar tribes. They have a long tradition of seafaring and are widely traveled compared to the other tribes, which gives them a somewhat more open-minded view of other realms and peoples. The Iron Wolf people still regard themselves as hardier, wiser, freer, braver, and more honest than any race of decadent city-dwellers or lowly ground-plowers.

The Iron Wolf barbarians take their name from the iron wolves of western Selduria, a breed of large, ferocious, and cunning predators in the region that have a coat of dark gray with reddish-brown highlights, and—according to legend—teeth as hard as iron, a blessing of the primal spirits upon their feral kind.

Frostspear: The most "civilized" of the tribes, the Frostspears live on the eastward slopes of the Griffonwatch Mountains and the southern plains of Skalgard. They have intermingled with the Seldurian humans who settled in Skalgard and have adopted many of their customs.

Ghostdrake: Highly traditional and suspicious of outsiders, the Ghostdrakes are a small tribe led by their shamans. They hold more reverence for the forest and its spirits than the other tribes, and jealously guard access to the places they deem sacred. The Ghostdrakes roam the rainy mountains looming above the Forbidding Shore, and have few dealings with the other tribes.

White Raven: Like the Ghostdrakes, the White Ravens are a small tribe with a high regard for tradition. However, they are not as xenophobic as their westerly neighbors—in fact, the White Ravens honor old friendships and alliances with tribes of goliaths and dragonborn who share the eastern reaches of the Harthian Forest with them. Of the Five Tribes, the White Raven warriors are the most stealthy and cunning; rather than hurtling headlong at invaders, they

WOLDRED'S HOLD AT A GLANCE

Iron Wolf settlements are small and insular by the standards of the old Nerathi heartlands, and none could truly be called a city, though Woldred's Hold comes closest. The chieftain who rules this large settlement is traditionally given the title of the Iron Wolf and considered king of the Iron Wolf people. When a new chieftain takes power, the hold is renamed.

Population Mix: About 3,000 people live in or around Woldred's Hold. Virtually all are humans of Harthyar descent. However, small clans of dwarves, halflings, and elves are also found there.

Government: Chieftain Woldred, sometimes addressed as King Woldred, rules Woldred's Hold. A hale, good-humored man of fifty, Woldred is much cleverer than he lets on. Because Woldred is a war leader more than an administrator, most Iron Wolf settlements also have a circle of respected elders and leaders, both male and female, who keep order in the settlement and look after routine affairs for the chieftain.

Commerce: The Iron Wolf people are the most mercantile of the Five Tribes. They trade furs, amber, fish, and good timber to ships calling from many ports, including the Dragondown Coast, the realms of Kelarnil, and the merchant cities of Vailin.

Defenses: A stone keep built during the days of the Nerathi alliance protects Woldred's Hold. Newer palisades of wood encircle the settlement, providing additional defense. Woldred keeps a guard of more than a hundred fierce Iron Wolf warriors in his hall, and a third of the people in the settlement are fit to be called warriors and will join in the hall's defense in times of need.

Inns and Taverns: Most friendly travelers are offered the hospitality of the chieftain's hall, where they can find food, drink, and a safe place to sleep. Those planning to stay more than a week can take a room at Nonil's Hostel. Nonil is a widow who has fitted out her dead husband's hall to serve as an inn for outlanders.

stalk intruders from the forest gloom, making their wrath known with volleys of whistling arrows.

Winterskull: The Winterskulls are the black sheep of the Harthyar tribes. They are greedy, violent sea-reavers who aggressively plunder lands on both sides of the Midnight Sea, including the holds of the other tribes. Karkothi ambassadors keep Olmurg, the jarl of the Winterskulls, well bribed with gifts of gold and slaves. In return, the Winterskull longships sail at Karkoth's command.

Forest of Harthia

The homeland of the Seldur tribes is one of the great forests of the world: Harthia, the Forest of Mists, which stretches more than three hundred miles from Cape Harthia in the west to the brooding ramparts of Maur Khul in the east. Steep, densely wooded ridges march in endless succession from the rocky coast to the green-mantled peaks of the Griffonwatch Mountains. Most of the Iron Wolf settlements are located in the vale of the Griffon River or scattered along the Midnight Sea coast.

With ocean surrounding the great peninsula of western Selduria on three sides, the land is cool and rainy. The Iron Wolf lands remain temperate

throughout the year, rarely seeing snow in the winter or becoming very hot in the summer. It is a rare day that doesn't include a thick fog rolling in from the sea, creeping up the wooded valleys and turning the forested ridgetops into islands among the mist. Given the year-round rains and the steep terrain, cold, swift streams pour down out of the mountains, presenting many spectacular waterfalls.

The forest consists of gigantic evergreens such as spruce, redwood, and cedar, which grow to great size in the cool and temperate clime. Wildlife is abundant; the chief game animals are deer and elk, and the rivers see great runs of fish once or twice a year. The Iron Wolf people have cleared and settled only small areas of the land, since they do little farming, instead relying on hunting, fishing, and tough livestock such as goats and sheep for their sustenance.

Dangerous monsters are commonplace in the wilder stretches of the forest. Ettins, griffons, owlbears, and trolls haunt the woods, posing a significant risk to careless travelers.

ADVENTURES IN THE IRON WOLF HOLD

The lands of the Iron Wolf tribe offer many possibilities for adventure.

Winterskull Raid: Jarl Olmurg sends a raiding fleet against the coasts of the Iron Wolf Hold. The fleet moves fast and hits hard. The heroes have to figure out a way to stand up to hundreds of fierce marauders, while also finding some way to predict where the Winterskulls will strike next.

The Accursed Keep: The heroes hear rumors of an ancient, overgrown keep in a vale several days' travel south of Woldred's Hold. The keep is an old Turathi fortress destroyed by the dragonborn long ago; a powerful devil still lurks in the dungeons below it.

Proving Grounds: The heroes discover that an artifact they need is a sacred treasure held by the chief of the Ghostdrake tribe. To win the item, they must prove themselves to the xenophobic Ghostdrakes by overcoming a number of difficult tests.

The Merrow King: A powerful sea ogre has forged the merrows living along the coast into a strong and warlike tribe, and they have been devastating nearby settlements. The heroes must seek out the king's submerged lair and defeat him to stop the attacks.

New Character Theme

If you are playing in a campaign using character themes, you can choose the Iron Wolf warrior theme. Your character's theme is a career, calling, or identity that describes who he or she is in the world. Just as race and class create basic definitions about who your character is, theme adds a third character component to help refine your story and identity. For example, you might be a human barbarian who chooses the Iron Wolf warrior theme, but "human Iron Wolf warrior" might mean many different things. You might be a mighty warrior, whose savage past lends itself to ferocity in battle. Perhaps you are a hunter or forester, dedicated to protecting the untamed wilds as you protected the lands of your youth. Or perhaps you talk to the spirits, and the primal power of your homeland flows to you from them. Each theme can encompass several unique stories within the same concept.

For information on using themes as part of character creation and rules for how to gain and use theme powers and features, see "Heroes of Nature and Lore" in *Dragon* 399.

Iron Wolf Warrior

Every adult Iron Wolf member considers himself or herself a warrior, taking pride in his or her bravery, tenacity, and stoicism in the face of pain or adversity. An Iron Wolf warrior learns the ways of the forest as a child, mastering arts of woodcraft and honing senses long forgotten by the so-called civilized folk of the world. Each soon-to-be Iron Wolf warrior trains alongside his or her tribal brothers and sisters, taking part in fierce skirmishes against orcs, giants, and other marauders, and learning how to fight and survive under the tutelage of the tribe's most honored warriors.

As outsiders to the ways of civilization, Iron Wolf warriors are sometimes frustrated and confused by rules of behavior that make no sense to them. When one warrior has a quarrel with one another, he or she confronts that person. A brawl in the road (or, rarely, a duel to the death) is a perfectly acceptable way to settle such conflicts. These warriors value their given word highly, and they hold liars and cheats in utter contempt. Likewise, they have little patience for those who hold positions they did not earn through skill or valor, or who wield power they do not deserve.

Creating an Iron Wolf Warrior

The Iron Wolf people are human, so the vast majority of characters who choose this theme are human or part human. (In unusual circumstances, a character of any race might have been fostered among the Iron Wolf holds during his or her youth.) Barbarians are, of course, a natural fit for this theme, but many other characters can have a barbaric origin without actually being a member of the barbarian class. Fighters, hunters, rangers, scouts, slayers, and wardens are all appropriate as Iron Wolf members. Druids and shamans are also found among the Iron Wolf people. Character class doesn't limit access to this theme, because any character might have grown up as a member of the Iron Wolf tribe before undertaking class training in a different land—for example, a young Iron Wolf woman might travel to Vailin and become fascinated by arcane magic, or take up a career as a thief in the Free City of Zembar.

Starting Feature

The Iron Wolf barbarians are known throughout the lands for their recklessness in battle. The last sound heard by many orcs, giants, and Karkothi near the Iron Wolf holds is the blood-freezing war cry of Iron Wolf warriors charging out of the forest mists.

Benefit: You gain the *Iron Wolf charge* power.

Iron Wolf Charge Iron Wolf Warrior Attack

You scream out an unnerving howl as you charge into battle. Faint-hearted foes shrink from your savage wrath.

Encounter ✦ Fear, Martial, Primal
No Action **Close** burst 2
Trigger: You hit an enemy with a charge attack.
Effect: That enemy takes 1d6 extra damage from the triggering attack, and you make the following attack.
Level 11: 2d6 extra damage.
Level 21: 3d6 extra damage.
Target: Each enemy in the burst
Attack: Highest ability modifier vs. Will
Hit: You push the target up to 2 squares. The target takes a –2 penalty to attack rolls until the end of your next turn.

Additional Features

Level 5 Feature

You have honed your senses and woodcraft skills beyond those of most who travel the wilds. Your ability to sense danger and trust your instincts has saved you more than once.

Benefit: You gain a +2 power bonus to Nature checks and Perception checks.

Level 10 Feature

Not all Iron Wolf warriors are berserkers, but most enter battle with a fearsome determination to conquer or die. With one final effort of will, you can make a final strike at a foe when you are struck down in battle.

Benefit: When an enemy drops you below 1 hit point, you can make a basic attack against that enemy as a free action immediately before you begin dying.

Optional Powers

Though all Iron Wolf warriors share a fearsome reputation in battle and have some amount of native woodcraft ability, they vary in their mastery of the traditional combat techniques and talents of their people. An Iron Wolf warrior from a large settlement with many seafaring folk such as Woldred's Hold might never learn much more lore of the forest than any average member of the tribe would gain during his or her youth. Others might come to rely extensively on their native talents, even though they travel far from home and follow paths few of their folk ever tread.

Level 2 Utility Power

You are accustomed to running long distances through forests and across mountains, swimming swift and icy waters, and scaling daunting cliffs. Whatever the challenge, you can overcome it through your native toughness and sheer force of will.

Savage Effort Iron Wolf Warrior Utility 2

Refusing to be defeated, you press on in a test of endurance or athletic prowess that would defeat softer, more civilized people.

Daily ✦ Martial, Primal
Minor Action **Personal**
Effect: Until the end of the encounter, whenever you make an Athletics check or an Endurance check, you can roll twice and use either result.

Level 3, 13, and 23 Encounter Powers

Like the iron wolves your people are named after, you have mastered a brutal and effective takedown attack. With one swift motion, you drag a foe to the ground and make a strike against it, followed by a quick retreat—or you advance to the next foe.

Wolf's Rend Iron Wolf Warrior Attack 3

You trip your foe, then follow up with a quick strike against it.

Encounter ✦ Martial, Primal, Weapon
Standard Action **Melee** weapon
Target: One creature
Primary Attack: Highest ability modifier vs. Reflex
Hit: The target takes damage equal to your highest ability modifier and falls prone.
Effect: Make the secondary attack against the target.
Secondary Attack
Attack: Highest ability modifier vs. AC
Hit: 2[W] + highest ability modifier damage.
Effect: If you hit with both the primary and the secondary attack, you can shift up to 2 squares after the attacks.

Iron Wolf's Rend Iron Wolf Warrior Attack 13

You trip your foe, then follow up with a quick strike against it.

Encounter ✦ Martial, Primal, Weapon
Standard Action **Melee** weapon
Target: One creature
Primary Attack: Highest ability modifier vs. Reflex
Hit: The target takes damage equal to your highest ability modifier and falls prone.
Effect: Make the secondary attack against the target.
Secondary Attack
Attack: Highest ability modifier vs. AC
Hit: 3[W] + highest ability modifier damage.
Effect: If you hit with both the primary and the secondary attack, you can shift up to 3 squares after the attacks.

Epic Iron Wolf's Rend Iron Wolf Warrior Attack 23

You trip your foe, then follow up with a quick strike against it.

Encounter ✦ Martial, Primal, Weapon
Standard Action **Melee** weapon
Target: One creature
Primary Attack: Highest ability modifier vs. Reflex
Hit: The target takes damage equal to your highest ability modifier and falls prone.
Effect: Make the secondary attack against the target.
Secondary Attack
Attack: Highest ability modifier vs. AC
Hit: 4[W] + highest ability modifier damage.
Effect: If you hit with both the primary and the secondary attack, you can shift up to 4 squares after the attacks.

Level 6 Utility Power

Enemies find that getting into a fight with you is much easier than getting out of a fight with you. When an enemy seeks to retreat, you can press forward and intensify your attack.

Savage Tenacity Iron Wolf Warrior Utility 6

When your enemy tries to get away from you, you press it harder and increase your efforts.

Encounter ✦ Martial, Primal
Immediate Reaction **Personal**
Trigger: An enemy adjacent to you shifts 1 square.
Effect: You shift 1 square to a square adjacent to that enemy. You also gain a +2 power bonus to your next attack roll against that enemy until the end of your next turn.

Level 7, 17, and 27 Encounter Powers

You seek to emulate the wild savagery of an iron wolf in battle, leaping from foe to foe and lashing out with vicious attacks. Even the stoutest enemy quails at the blood lust in your eyes.

Wolf's Bound Iron Wolf Warrior Attack 7

You strike a foe and pull it to the ground, then bound toward another enemy, letting loose a snarl as you attack.

Encounter ✦ Fear, Martial, Primal, Weapon
No Action **Melee** weapon
Trigger: You hit an enemy with a melee attack.
Primary Target: The enemy you hit
Effect: You knock the primary target prone and shift up to 3 squares. Then make the secondary attack.
Secondary Attack
Secondary Target: One creature other than the primary target
Attack: Highest ability modifier vs. AC
Hit: 2[W] damage. You push the secondary target up to 2 squares, and it takes a -2 penalty to attack rolls until the end of your next turn.

Iron Wolf's Bound Iron Wolf Warrior Attack 17

You strike a foe and pull it to the ground, then bound toward another enemy, letting loose a snarl as you attack.

Encounter ✦ Fear, Martial, Primal, Weapon
No Action **Melee** weapon
Trigger: You hit an enemy with a melee attack.
Primary Target: The enemy you hit
Effect: You knock the primary target prone and shift up to 4 squares. Then make the secondary attack.
Secondary Attack
Secondary Target: One creature other than the primary target
Attack: Highest ability modifier vs. AC
Hit: 3[W] damage. You push the secondary target up to 3 squares, and it takes a -2 penalty to attack rolls until the end of your next turn.

Epic Iron Wolf's Bound Iron Wolf Warrior Attack 27

You strike a foe and pull it to the ground, then bound toward another enemy, letting loose a snarl as you attack.

Encounter ✦ Fear, Martial, Primal, Weapon
No Action **Melee** weapon
Trigger: You hit an enemy with a melee attack.
Primary Target: The enemy you hit
Effect: You knock the primary target prone and shift up to 5 squares. Then make the secondary attack.
Secondary Attack
Secondary Target: One creature other than the primary target
Attack: Highest ability modifier vs. AC
Hit: 4[W] damage. You push the secondary target up to 4 squares, and it takes a -2 penalty to attack rolls until the end of your next turn.

Level 10 Utility Power

The true measure of an Iron Wolf warrior is not how he or she fights when fresh and unwounded, but instead how that warrior carries on in the face of pain and exhaustion. When your foe scores a telling blow against you, you find renewed determination to throw yourself back into the fray.

Savage Resurgence Iron Wolf Warrior Utility 10

The pain of your wounds drives you to fight even harder.

Daily ✦ Martial, Primal
Immediate Reaction **Personal**
Trigger: An enemy bloodies you or scores a critical hit against you.
Effect: You gain temporary hit points equal to your level + your highest ability modifier. Until you have no temporary hit points left, you gain a +2 power bonus to melee attack rolls.

About the Author

Richard Baker is an award-winning game designer who has written numerous adventures and sourcebooks, including *Manual of the Planes*™, the Dark Sun® *Campaign Guide*, and the D&D® Gamma World™ *Roleplaying Game*. He's a New York Times bestselling author of Forgotten Realms® novels such as *Condemnation*, the *Last Mythal* trilogy, and the *Blades of the Moonsea* series. Rich is currently the Design Manager for the Dungeons & Dragons® game at Wizards of the Coast.

Dragon 100

Dragonchess

By Gary Gygax

Artwork by Dennis Kauth

Illustration by Russel Roehling

The Dragonchess game is a fantasy-based variation of chess, in which the object of the game (as in standard chess) is to checkmate the opposing King. An understanding of the rules of chess is helpful in order to understand how Dragonchess is played.

The playing surface for Dragonchess is a three-tiered structure of rectangular boards, with each board composed of a grid 12 squares wide and 8 squares deep. The squares are alternately colored light and dark (or other color tones that contrast with each other), configured so that a light-colored square is in the near right-hand corner when the board is viewed from the longer side. The upper board represents the air, the middle board the land, and the lower board the subterranean world. To simulate the various environments, it is suggested that the squares on the upper board be colored light blue and white; on the middle board, light green and amber; and on the lower board, red and brown. Each board is the starting place for pieces particular to its environment; some pieces cannot move up or down off the board they begin on, but other pieces can travel between two or even all three boards. The opposing forces are designated as Gold and Scarlet, with Gold always moving first.

Setting Up

At the start of the game, each player's pieces are positioned as shown in the accompanying diagram. Each force on the upper board consists of six Sylphs, two Griffons, and one Dragon. On the middle board, each side possesses one King, one Mage, one Paladin, one Cleric, two Heroes, two Thieves, two Unicorns, two Oliphants, and twelve Warriors. Each side's force on the lower board is made up of six Dwarves, two Basilisks, and one Elemental. In all, there are 42 pieces per side, or a total of 84 pieces in the game.

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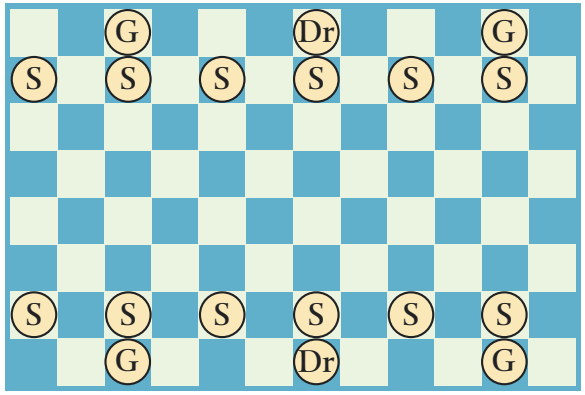
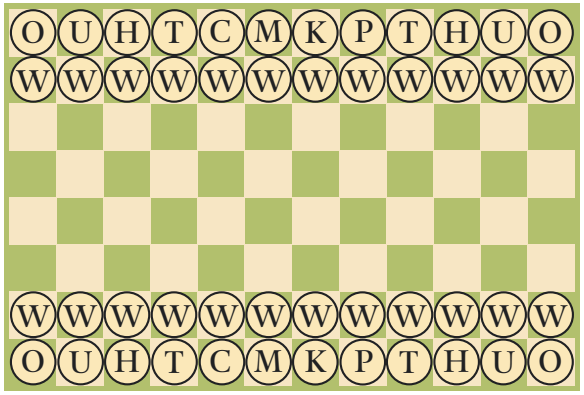
Starting Position, Upper Board
Scarlet



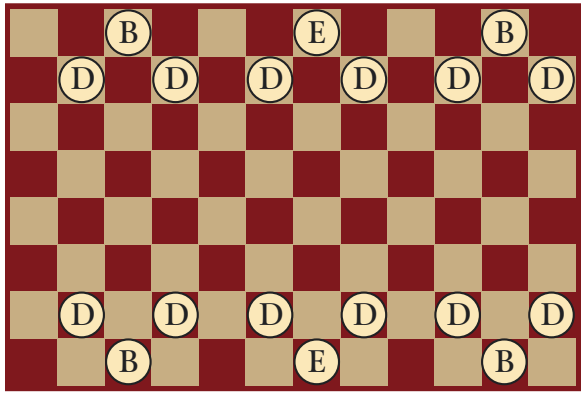
Gold

Starting Position, Middle Board
Scarlet



Gold

Starting Position, Lower Board
Scarlet



Gold

Notation and Terminology

In the following descriptions of how pieces move and capture, squares on the board(s) are described in algebraic notation, with files (columns) labeled "a" through "l" reading left to right from Gold's viewpoint, and ranks (rows) numbered 1 (nearest to the Gold player) through 8 (nearest to the Scarlet player). A numerical prefix of 1 (upper board), 2 (middle board), or 3 (lower board) designates the board on which a certain square is located. Thus, "1a1" is the square in the near left-hand corner of the upper board, as viewed from the Gold player's position, and "3l8" is the square in the far right-hand corner of the lower board. Each piece is identified by the initial letter of its name ("S" for Sylph, etc.) except for the Dragon, which is identified by "Dr" to distinguish it from a Dwarf piece.

In all other respects, movement and capture notation is essentially the same as for standard chess. A full description of this notation is given near the end of this text.

Standard chess pieces are referred to frequently in the descriptions of how Dragonchess pieces move and capture; in such cases, their names (king, rook, etc.) are not capitalized, while the names of Dragonchess pieces are always capitalized. In the diagrams of movement that accompany the description of each piece, "○" designates a square that a piece can move into, if that square is unoccupied (i.e., no capture is permitted); "★" designates a square that can be occupied only if a capture is involved; and "✶" designates a square that can be occupied either by a capturing or a non-capturing move.

Because many pieces can move in three dimensions, nomenclature for movement between squares has been standardized as follows: "horizontal" refers to a side-to-side move as viewed by the player moving the piece; "vertical" is a move forward (toward the opponent's side of the board) or backward (toward one's own side) along the file occupied by the piece; and "up" and "down" refer to movement from one board to another.

The Upper Board

Sylph

The Sylph has a move on the upper board that is essentially the converse of that of a pawn. It moves forward only, one square diagonally either to the left or right, and it can capture a piece on the upper board which lies directly ahead of it by moving forward into that square and supplanting the opposing piece that was located there. Thus, every time a Sylph makes a capture on the upper board, it changes the color of the diagonal along which it makes further (non-capturing) moves, from dark to light or vice versa. Gold's Sylphs begin the game on the light-colored squares of the second rank, while the Sylphs of the Scarlet side start on the dark-colored squares of the seventh rank.

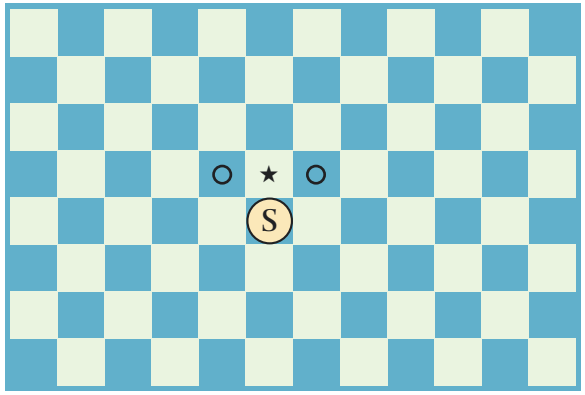
In addition to its movement and capture powers on the upper board, the Sylph can capture an opposing piece on the middle board that lies directly below it. This is the only way in which the Sylph can move to the middle board. It cannot move to, nor make a

capture upon, the lower board. Once located on the middle board, the Sylph cannot move except to return to the upper board. It may do this by moving directly upward to the square it previously occupied, or by moving upward to any of the six starting squares for Sylphs of the appropriate color. A Sylph cannot capture by means of an upward move; it must return to the upper board by moving into an unoccupied square.

A Sylph located at 3c4 can move to 3b5 or 3d5. It can occupy 3c5 or 2c4 by capturing an opposing piece, if one is located on either of those squares. After making a capture at 2c4, the Sylph can move back to 3c4 on a subsequent turn, if that square is empty, or it can move up to any unoccupied starting square. For a Gold Sylph, the legal destinations are 3a2, 3c2, 3e2, 3g2, 3i2, and 3k2.

A Sylph that reaches the eighth rank on the upper board can move no farther on that board, but retains the power to capture downward. If such a capture is accomplished, the Sylph can regain mobility on the upper board by moving up into one of the starting squares for Sylphs of the appropriate color.

Sylph (Upper Board)



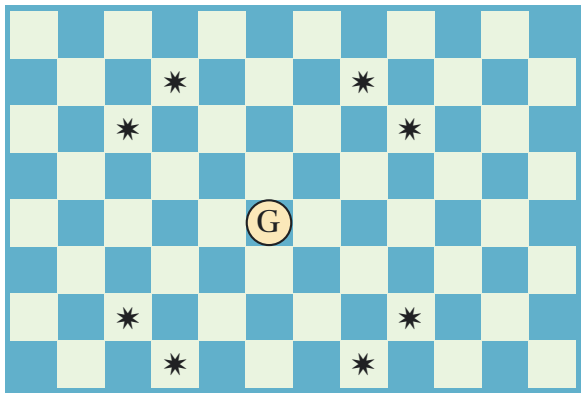
Griffon

Starting squares for the Gold Griffons are 3c1 and 3k1; the Scarlet Griffons begin at 3c8 and 3k8. When on the upper board, a Griffon moves along a path that runs one square horizontally or vertically and two squares diagonally in the same direction. Like the knight, it vaults over intervening squares (even if they are occupied) and only exerts control over the destination square, not the intervening ones. (This is identical to the move of the elephant in Korean chess.) A Griffon at 3d4 can move to or capture a piece at 3a2, 3b1, 3f1, 3g2, 3g6, 3f7, 3b7, or 3a6.

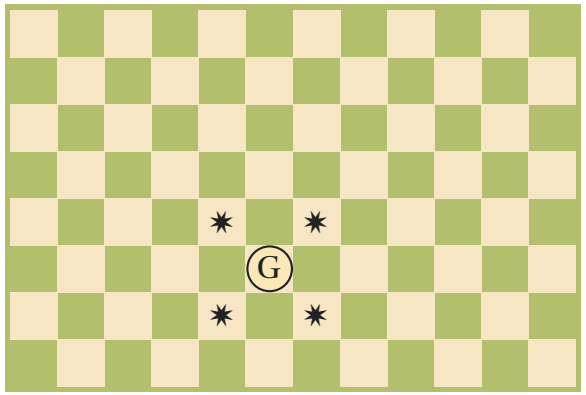
In addition, a Griffon may occupy the middle board by a move down to one of the four squares on the diagonal from the upper-board square it started from. (Note that a Griffon located on the edge of the upper board only commands two squares on the middle board instead of four.) A Griffon returns to the upper board by a move to any of the four (or two) squares diagonally above the Griffon. It can move between the upper and middle boards whether or not a capture is involved. A Griffon at 3d4 can move to or capture at 2c5, 2c3, 2e3, or 2e5.

While a Griffon is on the middle board, it forfeits the power of flight, and as such it can only move and capture in the squares diagonally adjacent to it. A Griffon located at 2e5 commands all of the following squares: 2f6, 2f4, 2d4, 2d6, 3f6, 3f4, 3d4, and 3d6.

Griffon (Upper Board)



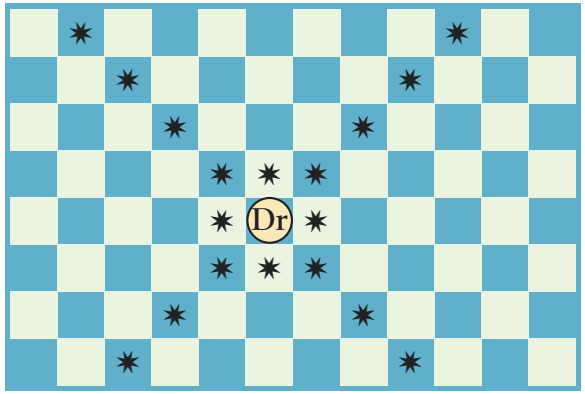
Griffon (Middle Board)



Dragon

The starting square for the Gold Dragon is 3g1, and the Scarlet Dragon begins at 3g8. A Dragon's movement and capture powers on the upper board are a combination of the moves of the king and the bishop: unlimited along the diagonals, or one square in any horizontal or vertical direction. While the Dragon cannot move downward, it does have the unique ability to capture an opposing piece on the middle board that lies in the square directly beneath it or on any of the squares horizontally or vertically adjacent to that square. The captured piece is removed from the middle board, but the Dragon remains on the upper board. A Dragon at 3c4 could capture "from afar" an opposing piece located at 2c4, 2c5, 2d4, 2c3, or 2b4.

Dragon (Upper Board)

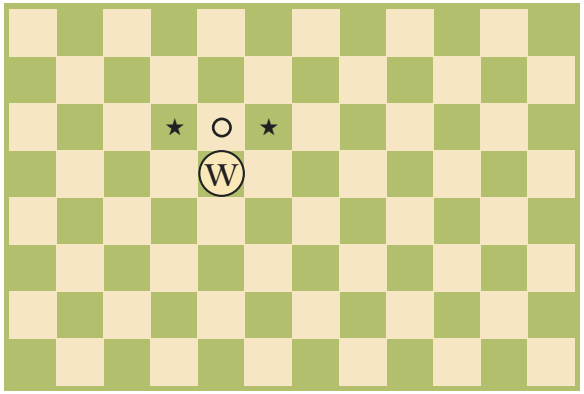


The Middle Board

Warrior

At the start of the game, the twelve Gold Warriors are positioned along the second rank, and their Scarlet counterparts begin on the seventh rank. (The diagram below depicts a Gold Warrior moving toward Scarlet's side of the board.) The move of the Warrior is identical to that of a pawn, except that a Warrior cannot advance two squares on its first move. The Warrior can move into an unoccupied square vertically ahead of its location, and it can capture an opposing piece located on either adjacent diagonal square ahead of it. The Gold Warrior that starts the game at 2c2 can move to 2c3, or it can occupy either 2b3 or 2d3 by capturing an opposing piece located on one of those squares. A Warrior that reaches the opponent's back rank is promoted to a Hero, in the same fashion that a pawn is promoted. However, unlike standard chess, the owning player does not have a choice; a pawn can be promoted to a queen, bishop, knight, or rook, but a Warrior can only become a Hero. A Warrior cannot move to or capture pieces located on the upper or lower boards.

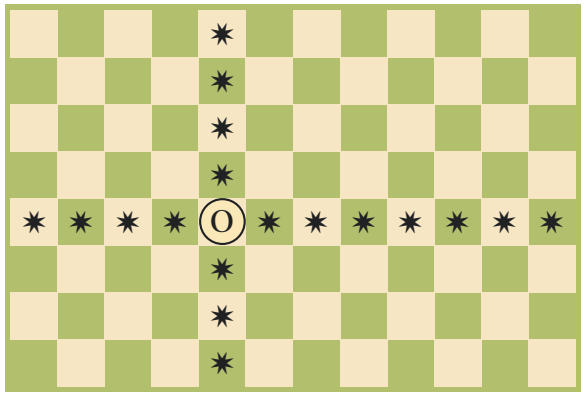
Warrior (Middle Board)



Oliphant

The Oliphants for each side start on the corner squares of the middle board—2a1 and 2l1 for Gold, 2a8 and 2l8 for Scarlet. The move of an Oliphant is identical to that of a rook—that is, as many squares horizontally or vertically as desired, as long as no piece interferes with its path of movement. An Oliphant cannot move to or capture pieces located on the upper or lower boards.

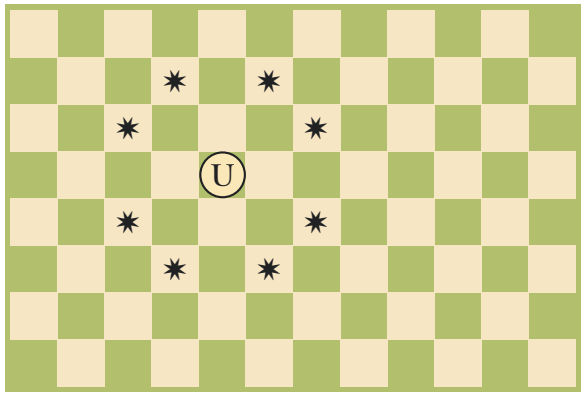
Oliphant (Middle Board)



Unicorn

The Unicorns for each side start on the squares horizontally adjacent to the Oliphants—2b1 and 2k1 for Gold, 2b8 and 2k8 for Scarlet. A Unicorn moves and captures in the same way as a knight, including the ability to vault over pieces on intervening squares. It cannot move to or capture pieces located on the upper or lower boards.

Unicorn (Middle Board)

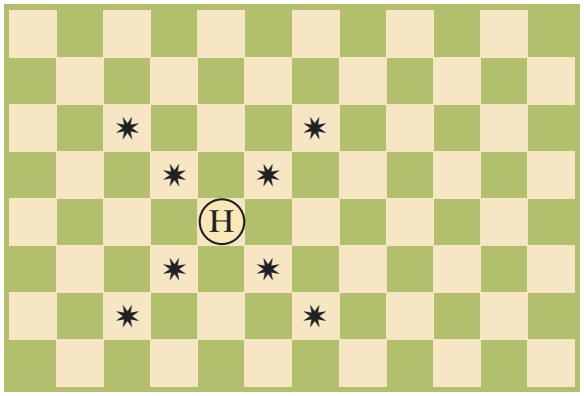


Hero

The Heroes for each side start adjacent to the Unicorns—2c1 and 2j1 for Gold, 2c8 and 2j8 for Scarlet. On the middle board, a Hero moves either one or two squares in any diagonal direction, with the ability to vault over an intervening piece on a two-square move. Capture is accomplished in the same manner.

A Hero can also move up or down one board at a time, going to any square diagonally adjacent to the square directly above or below its former location. A move back to the middle board is accomplished the same way. When located on the upper or lower board, a Hero's only move is to return to the middle board; it cannot travel to any square other than the one to which it ascended or descended. A move from one board to another can involve a capture if so desired.

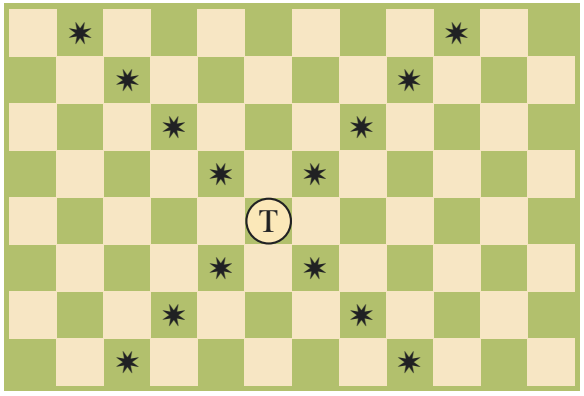
Hero (Middle Board)



Thief

The two Thief pieces for each side start the game adjacent to the Heroes—2d1 and 2i1 for Gold, 2d8 and 2i8 for Scarlet. A Thief moves and captures exactly as a bishop, going any number of squares diagonally as long as no piece interferes with its path of movement. It cannot move to or capture pieces located on the upper and lower boards.

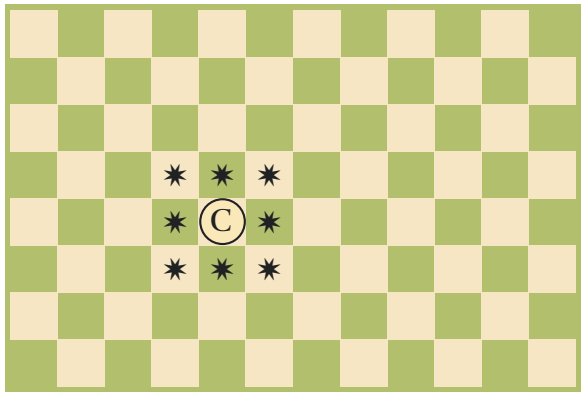
Thief (Middle Board)



Cleric

The Gold Cleric starts on 2e1, the Scarlet Cleric on 2e8. The basic, two-dimensional move of a Cleric is the same as that of the king: one square in any direction. In addition, a Cleric can move one square directly up or down, and retains its full movement (and capture) abilities on both the upper and lower boards.

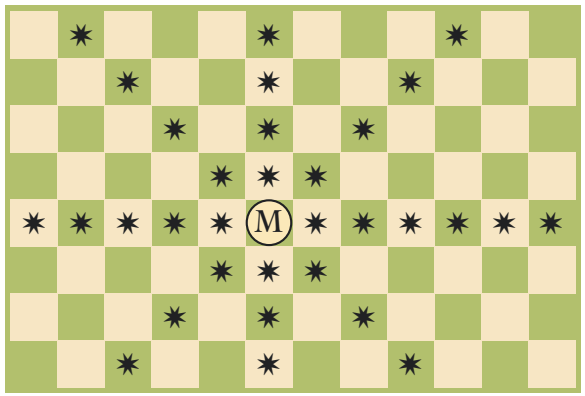
Cleric (Middle Board)



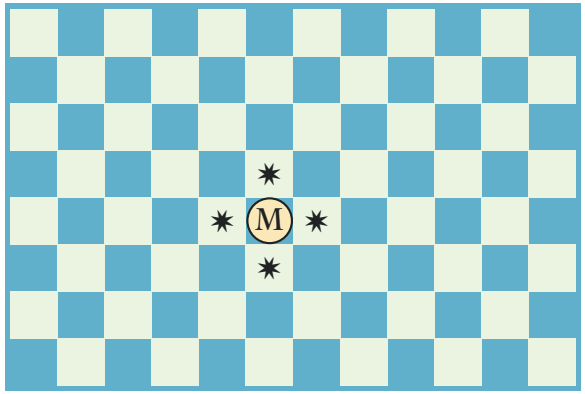
Mage

The Mage for each side starts on the square adjacent to the Cleric—2f1 for Gold, 2f8 for Scarlet. On the middle board, a Mage moves and captures in the same way as the queen, able to follow an unobstructed path in any horizontal, vertical, or diagonal direction. In addition, a Mage can move (and capture, if applicable) directly upward or downward across one or more boards. However, a Mage on either the upper or lower board is limited to a move of one square in a horizontal or vertical direction. A Mage located at 2c4 move up to 3c4, and on its next move could go downward two boards to 1c4. If the Mage then remained on the lower board, it could only move to 1c5, 1d4, 1c3, or 1b4.

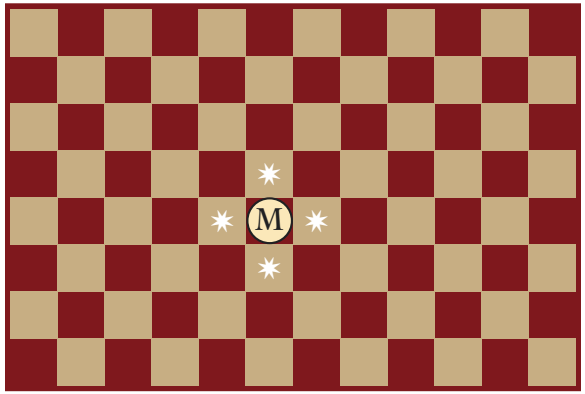
Mage (Middle Board)



Mage (Upper Board)



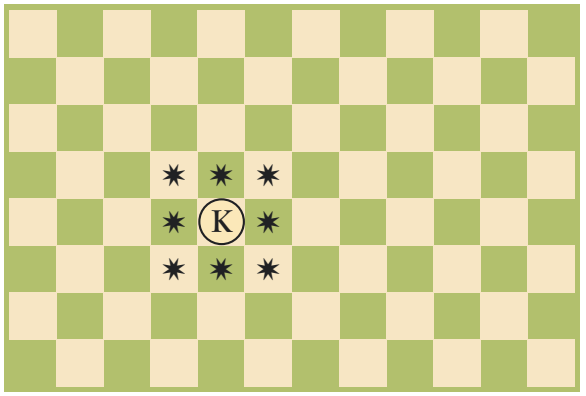
Mage (Lower Board)



King

The King for each side begins on the square adjacent to the Mage–2g1 for Gold, 2g8 for Scarlet. The King moves and captures similarly to a king in standard chess. In addition, the King may move (and capture) by shifting one square directly up or down. A King that has moved to the upper or lower board cannot move upon those boards, and must return to the middle board before it can again move and capture normally.

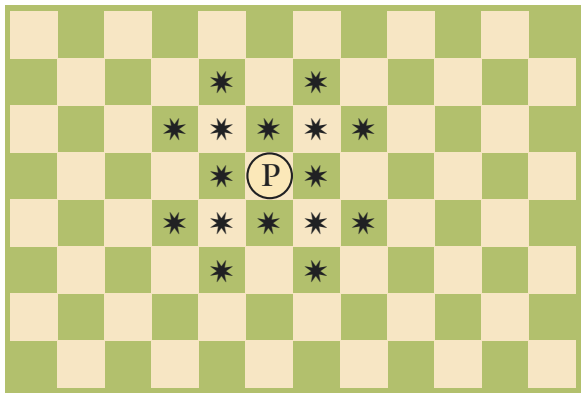
King (Middle Board)



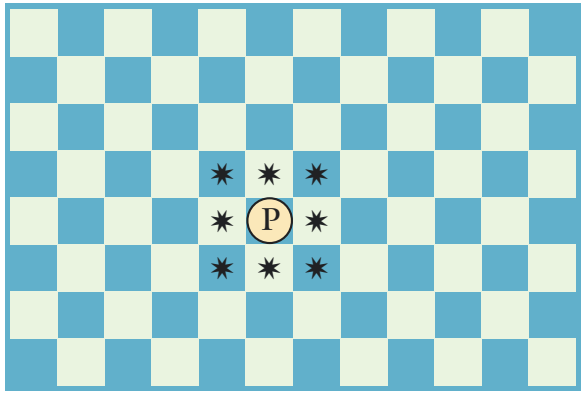
Paladin

The Paladin for each side begins in the square adjacent to the King–2h1 for Gold, 2h8 for Scarlet. On the middle board, a Paladin's movement and capture abilities are a combination of those of a king and a knight. It can also move upward or downward with a knight-like move, i.e. one board up and two squares horizontally or vertically, or two boards up and one square horizontally or vertically, and it can vault over intervening pieces with this sort of move, just as if the move did not involve a change of boards. Upon the upper or lower board, the Paladin is limited to a king-like move (and capture) of one square in any direction. A Paladin located at 3c4 can move between boards to any of the following squares: 2c6, 2e4, 2c2, 2a4, 1c5, 1d4, 1c3, or 1b4.

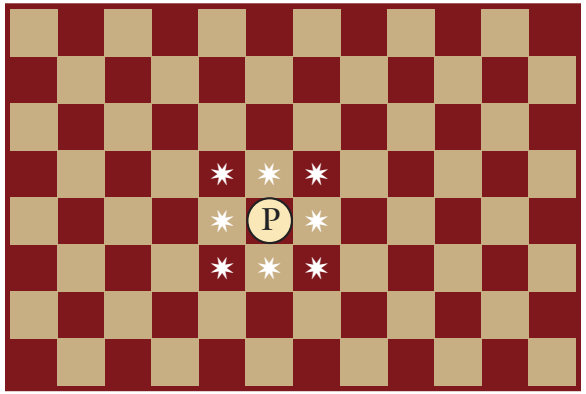
Paladin (Middle Board)



Paladin (Upper Board)



Paladin (Lower Board)

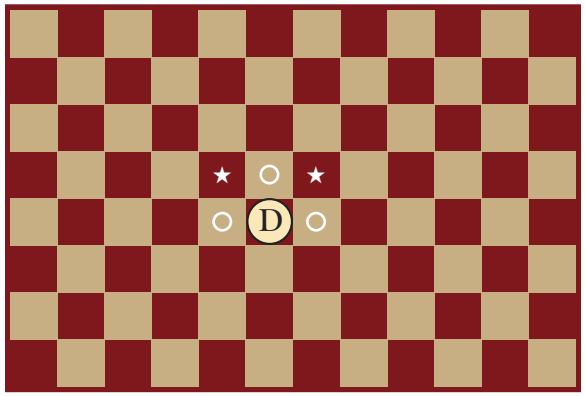


The Lower Board

Dwarf

The six Gold Dwarves start on the dark-colored squares of the second rank on the lower board; the six Scarlet Dwarves begin the game on the light-colored squares of the seventh rank on the lower board. (The diagram below depicts a Gold Dwarf moving toward Scarlet's side of the board.) Similar to a Warrior, a Dwarf can make a non-capturing move one square vertically ahead, and captures ahead diagonally. In addition, a Dwarf can make a non-capturing move one square in either horizontal direction, and it can capture an opposing piece on the middle board that lies directly above the Dwarf. If a Dwarf moves to the middle board by means of a capture, it retains the movement and capture powers it has on the lower board, but a Dwarf cannot move to or capture pieces located on the upper board. It may return to the lower board by a move directly down to an unoccupied square; i.e., the downward move cannot involve a capture. A Dwarf on 1d4 could move (without capturing) into 1d5, 1c4, or 1e4; it could capture an opposing piece located on 1c5, 1e5, or 2d4. A Dwarf on 2d4 could return to the lower board by moving to 1d4, but only if that square is unoccupied. A Dwarf that reaches the opponent's back rank is limited to horizontal moves on the board it occupies, and also retains the ability to move between the lower and middle boards in the manner described above.

Dwarf (Lower Board)

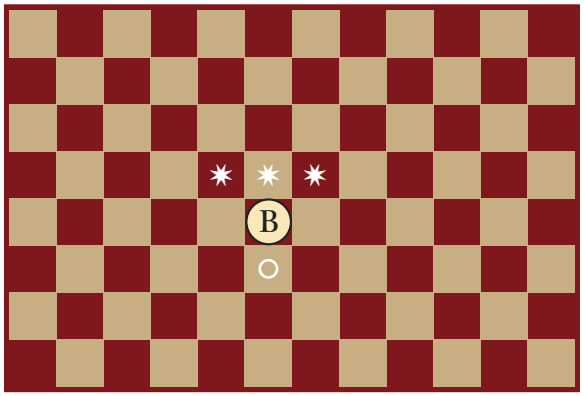


Basilisk

The two Gold Basilisks start on 1c1 and 1k1; the Scarlet Basilisks start on 1c8 and 1k8. A Basilisk moves one square at a time, either ahead diagonally or vertically or backward vertically. It captures by forward movement only. A Basilisk also has the unique ability of "freezing" an opposing piece—but not a friendly piece—located directly above it on the middle board, such that the opposing piece cannot move until the Basilisk is moved or captured. (This "freezing" is automatic and involuntary; the player owning the Basilisk cannot choose not to immobilize the piece, and does not have to specifically declare that the "freeze" is in effect.) If the opposing King is the piece being "frozen," the King is checkmated if any other piece attacks it and the opponent is unable to capture the attacking piece or interpose a piece to blunt the attack.

A Basilisk located on 1d4 can make a move or a capture into 1c5, 1d5, or 1e5. It can move to 1d3 if that square is unoccupied, and it automatically "freezes" any opposing piece on 2d4, or one that is subsequently moved into 2d4. A Basilisk cannot move off the lower board or (with the exception of the "freezing" power) capture a piece on any other board.

Basilisk (Lower Board)

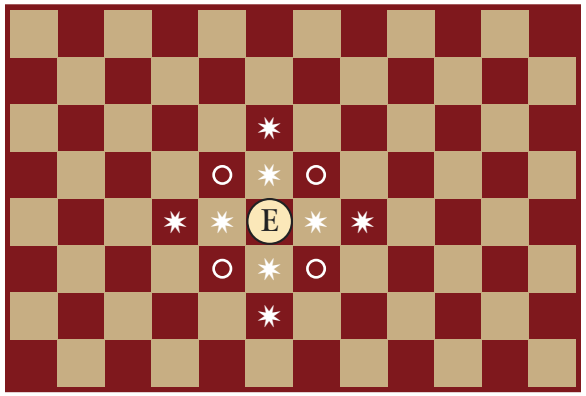


Elemental

The Gold Elemental starts on 1g1; the Scarlet Elemental begins the game on 1g8. An Elemental can move one square diagonally or one or two squares horizontally or vertically. It captures only on horizontal or vertical moves. It may move up to the middle board to make a capture by moving one square horizontally or vertically and then directly upward. It may remain unmoving on the middle board if so desired, or it can return to the lower board by a reverse of the upward move, i.e., directly down and then one square horizontally or vertically. The upward move can only be made if a capture is involved, but the downward move can be made without capturing.

An Elemental on 1d4 can move (but not capture) into 1c5, 1e5, 1e3, or 1c3. It can move or capture into 1d5, 1d6, 1e4, 1f4, 1d3, 1d2, 1c4, or 1b4. It can capture upward into 2d5, 2e4, 2d3, or 2c4. An Elemental on 2d4 can move or capture downward into 1d5, 1e4, 1d3, or 1c4.

Elemental (Lower Board)



Movement Between Boards

At first, it may be difficult for players to envision and properly execute the upward or downward movement of pieces. However, "thinking in three dimensions" will come easily after one or two practice games are played. Perhaps the hardest single concept to grasp is the idea of intervening squares on moves from one board to another. The general rule is this: If a piece is unable to vault over intervening squares in its basic (two-dimensional) move, then it is likewise unable to move between boards if a piece blocks the path it must take. Specific applications for particular pieces are as follows:

The Griffon, the Hero, and the Paladin all have the knight-like ability to vault intervening squares, and this applies on any upward or downward move made by those pieces. (The square directly above or below the piece in question need not be vacant.)

The Mage can move from the lower board to the upper board (or vice versa) in a single move, but it cannot vault intervening squares. Thus, in order for the Mage to travel upward from 1d4 to 3d4, the square at 2d4 must be vacant.

The Elemental is something of a special case. Its move between boards is a two-step process, and it cannot vault over intervening squares. Its upward move begins with a shift of one square horizontally or vertically on the lower board; thus, at least one of the squares horizontally or vertically adjacent to the Elemental must be vacant in order for it to make an upward move. The Elemental is even more restricted when moving down from the middle board; since the horizontal or vertical move is preceded by a move directly down, the square immediately beneath the Elemental must be vacant in order for it to make a downward move.

Chess Rules That Do Not Apply

Two conventions of standard chess are not part of the Dragonchess rules. The Warrior is unable to move two squares ahead on its first move, and as such it is not possible for a Warrior to capture en passant as a pawn does. Also, because of the multiple boards, greater area of play, and larger number of men, castling is not possible in Dragonchess.

Movement and Capture Notation

The method of recording moves in Dragonchess is basically the same as for standard chess, with certain differences (explained earlier) to account for the different names of the pieces and the multiple boards. The following examples cover all the situations that could occur in a game:

1) w2f3
2) S/3e2-3d3
A basic non-capturing move; notation 1 is the first non-capturing move that the Gold Warrior starting at 2f2 can make. (Read it as "Warrior moves to 2f3.") In most cases, a non-capturing move can be noted simply by naming the type of piece being moved (W) and the square it moves to (2f3). When more than one piece of the same type is capable of making the same move, the moving piece is specifically identified by naming the square it is moving from, using a "/" to indicate "at." (Read notation 2 as "Sylph at 3e2 moves to 3d3.") In this notation, a hyphen is used to separate the location square from the destination square.

3) W2e3
4) Wx2e3
5) W/2d2x2e3
6) WxU2e3
7) WxU
Five ways of describing a capture; the correct notation depends upon the position of the pieces and, to some extent, the preference of the players. Notation 3 can be used if only one Warrior is capable of moving to 2e3, and if that move involves a capture. Notation 4 is more specific, using the "x" to indicate a capture. (Read as "Warrior captures (unspecified piece) at 2e3.") Notation 5 is necessary when more than one Warrior would be capable of making a capture at 2e3, again using the "/" (as in notation 2 above) to indicate "at." (Read as "Warrior at 2d2 captures at 2e3.") Notation 6 includes the identification of the type of piece captured—in this case, the Unicorn located at 2e3. Notation 7, read simply as "Warrior captures Unicorn," can be used if only one such capture is possible. In most cases, the proper notation would be 4, 5, or 6, or a minor variation on one of those. The important thing is to describe each move in such a way that the notation could only refer to one specific move by one specific piece. This will avoid possible confusion if the moves of a game are to be studied or replayed.

8) W2f8(H)
The move and promotion of a Warrior. (Read as "Warrior moves to 2f8 and is promoted to a Hero.")

9) Drx2c4
A capture "from afar" by a Dragon. (Read as "Dragon captures (unspecified piece) at 2c4.") To avoid the awkward "Drx" usage, this move could be written as "Dr2c4" since any move by the Dragon involving a square on the middle board must necessarily be a capture "from afar."

10) UxOch
Illustrating the use of "ch" to indicate a move that puts the opposing King in check. (Read as "Unicorn captures Oliphant with check.")

VALUES OF THE PIECES

The complexities of multiple-board play and the varying powers of the pieces in Dragonchess makes absolute valuation far more difficult than it is for standard chess pieces. In chess, a pawn is valued at 1, knights and bishops at 3, rooks at 5, and the queen at 9. (If the king were not of infinite value, its movement and capturing power would give it a value of 4.) The approximate relative values of the pieces in Dragonchess is detailed below, to give players an idea of which exchanges are beneficial and which are not. For instance, the trade of a Hero for a Griffon is roughly an even exchange, while the trade of a Basilisk for an Oliphant will generally result in a material advantage for the player losing the Basilisk. However, it should always be kept in mind that the true "value" of a piece in any game situation depends primarily on the piece's location and its role in the game, rather than on its theoretical movement and capture powers.

Piece	Value	Piece	Value
King	*	Thief	4
Mage	11	Elemental	4
Paladin	10	Basilisk	3
Cleric	9	Unicorn	2 1/2
Dragon	8	Dwarf	2
Griffon	5	Sylph	1
Oliphant	5	Warrior	1
Hero	4 1/2		

* In practice, the value of the King is infinite, since the loss of this piece means the loss of the game.

Other Symbols

dbl ch
dis ch
mate

These three terms, taken from standard chess notation, indicate certain special occurrences. Double check (dbl ch) occurs whenever a move enables one or more pieces to give check at the same time. Discovered check (dis ch) occurs when the move of one piece opens a path that enables a different piece to give check. And "mate," of course, is checkmate—noted on the final move of a game, when the King is attacked in such a way that it cannot avoid being captured on the attacker's next move.

No special notation is given for the Basilisk's "freezing" power, since it is not technically a move or a capture, and since it is automatically assumed that any piece occupying the square above the Basilisk is frozen. Thus, a notation of B1e3 makes it clear that (a) the Basilisk now occupies square 1e3 and (b) any opposing piece located at 2e3 is thereby immobilized as long as the Basilisk remains where it is.

Strategic and Tactical Tips

No single piece of text—even one many times longer than this—could fully describe and analyze the myriad positions and situations that can occur in Dragonchess. However, some general strictures are apparent from an examination of how the various pieces move and capture, and certain basic facts of chess strategy apply equally to Dragonchess.

Mobility is all-important, and, just as in chess, control of the central squares is usually a prerequisite for victory. The rectangular board of Dragonchess makes the "central squares" area somewhat more difficult to define than it is in chess—but it certainly is a larger area. It could be described as a 2-by-6 rectangle with 2d4, 2d5, 2i5, and 2i4 as its corners; or, a 2-by-8 rectangle extended out on either side; or, a 4-by-4 rectangle in the center of the middle board. In any event, the side that does the better job of controlling the center squares will have a greater amount of mobility and will more easily be able to bring pieces to bear upon critical squares anywhere on the playing surfaces.

In many instances, the square that a piece stands on is not as important as the squares that the piece controls. Players should be mindful of moving their pieces into positions where they command a large number of squares, thereby limiting the opponent's ability to occupy those same locations.

In general, it is wise not to bring the "big guns" (particularly the Mage and the Paladin) into active positions until some of the minor pieces have been developed. Making a lot of moves with the Mage (for instance) early in the game is usually a bad idea, because this delays the development of other pieces that could have been moved out instead, and because this could subject the Mage to a series of harassing attacks from the opponent's minor pieces—which are being developed at the same time that they are doing the harassing. (In chess, this phenomenon is known as a "queen hunt," and it has led to the downfall of many a player who had visions of ravaging the opposition with sweeping moves of the queen—but instead ended up without a queen to move.)

It is no accident that each side's Dragon begins the game directly above the King of the same side. While the Dragons are obviously powerful offensive pieces, each must play predominantly a defensive role to begin with—for if one Dragon sallies forth on the upper board to wreak havoc upon the opponent's middle-board pieces, the King may be left vulnerable to a quick but deadly attack from the opposing Dragon.

The power of the Basilisk to immobilize an opposing piece has a lot of potential for use in offensive and defensive strategy. To help protect one of your own pieces, move it to the square above one of your Basilisks. Then, if it is captured, the capturing piece is frozen and you can capture it more or less at your leisure without necessarily having to make the return capture immediately. A well-timed Basilisk move can lead to an abrupt checkmate even if the opposing King is not the piece that is frozen, in a case where the Basilisk immobilizes a piece that was crucial to the defense of the King. Except for the fact that it occupies a square on the board, an immobilized piece can be treated as if it did not exist. An immobilized Mage may be better than no Mage at all—but not by much.

In general, the pieces on the lower board (especially the Dwarves) do not play critical roles in the opening or the middle game, but if the Dwarves haven't already been moved too far forward, they can be very useful in the endgame (when relatively few pieces remain on the board) as defensive outposts, to prevent the opponent's middle-board pieces from penetrating too deeply into the territory nearest your side of the board.

Do not underestimate the power of the Cleric. Of the five types of pieces that can move up or down to any of the three boards, the Cleric is the only one that moves and captures in the same fashion regardless of which board it occupies. The Paladin and Mage are limited in their mobility when not on the middle board, to such an extent that they will not generally spend much time on the upper or lower board—and the Heroes and the King, although they can move to the upper or lower board, cannot move on those boards, and the King especially can be easily trapped if left on the upper or lower board for any longer than necessary.

Putting Together a Game

For reasons that should be obvious, this presentation could not include actual components for a Dragonchess game—making a board and filling it with pieces must be left up to you. For our playtesting and development purposes, we constructed a board from sheets of plexiglass with contact paper applied to form the checkerboard patterns. The boards were spaced approximately six inches apart, allowing enough room for hands to reach in and manipulate pieces. The squares on our board are 1 1/2 inches on a side, making a playing surface 18 inches wide and 12 inches deep. The plexiglass sheets were cut large enough to allow another 1 1/2 inches all around, and had 1/4-inch holes drilled in each corner. Through these holes we inserted threaded metal rods, fastened into place with connectors to space the boards properly and capped on each end with plastic knobs to prevent scratching the surface on which the entire board is placed during play. It probably isn't necessary to build a three-dimensional board; three flat rectangles placed in a row on the tabletop could be used to represent upper, middle, and lower levels. But it's a lot easier to visualize the up-and-down moves of pieces if the playing surface is actually composed of three levels.

The pieces came from our collection of metal miniatures, and they do not in all cases exactly resemble the pieces they represent. (For instance, we used centaur figures for Oliphants because we couldn't find any 25mm scale elephants—and even if we could have, they would have been too large for the board.) Any sort of pieces will do, even simple tokens, as long as each type of piece looks distinctly different from the others.

The Great Dragonchess Playtest

By Kim Mohan

It's terrific to see Dragonchess get dusted off and shined up a little for the 300th issue since *Dragon* #100 showed the world Gary Gygax's vision for a fantasy chess game. When I glanced back over the article, I got to thinking. Thinking about the Saturday afternoon in the spring of 1985 when I went over to Roger Raupp's place for the Great Dragonchess Playtest. I remember it like it was, oh, twenty-six years ago. . . .

The Board

Roger made the board that's briefly described at the end of the article. With plexiglass and threaded rods and plastic knobs and all, it was an impressive sight.

"Boy, it's big," I said.

Roger looked at me like he was expecting a better compliment. "And it looks nice too, right?"

"Right. Nice and big."

The Pieces

By planning ahead the way good playtesters do, Roger and I assembled a collection of pieces in advance of when we would actually need them. Like the article says, we used figures from our (well, Roger's) lavish collection of metal miniatures: twenty-four little grunts for the Warriors, four flyers that might have actually been griffons, a dozen stocky dwarves, all the way up to a couple of majestic, 4-inch-tall slabs of pewter in the shape of dragons.

The ultimate goal was to paint the figures up real nice, but for now we went with a coat of primer on one side's pieces to distinguish them from the other, sort of like shirts and skins.

To give the components (as we playtesters call them) some uniformity and stability, we glued the bases of the figures to coins—pennies for the little guys, maybe up to quarters for the dragons. (Even back then, no one could find a 50-cent piece.)

Now here they all were, spread out on the table next to the board. Eighty-four hunks of metal with eighty-four hunks of metal attached to them. I think if we ever lifted them all up at one time, they would have weighed ten or fifteen pounds. We never did lift them all up at one time.

"Okay, who gets to be gold?" I said.

"You mean light gray?" said Roger, always the artist. "I made the board, so I get the first move."

"Sure, you set up the light gray and I'll set up the dark gray."

"You mean the unpainted," said Roger.

"Unpainted is not a color," I shot back, getting the better of the artist.

The Setup

As you might imagine, arranging all the pieces on the board was pretty time-consuming. As you might also imagine, ten or so pounds of pewter and currency did some stressful things to our playing surface.

It should have been a clue that when we put our 4-inch-tall dragons down on the upper board, the whole apparatus quivered. We set up the middle board next, and by the time we were done that piece of plexiglass had begun to develop a noticeable sag through the middle of the long side.

"Hey, the board is collapsing," I pointed out.

"Curving a little, not collapsing. For an editor, you sure don't choose your words very well."

"Pieces are leaning and sliding toward the center of the board even as we speak."

"It's those pennies making everything heavier," opined Roger. "I didn't figure on the extra weight."

"Admit it, man. You didn't figure on any weight. Should have used extra-thick plexiglass."

"This *is* extra thick. It took me like a week to drill each of the holes for the rods."

"Yeah, suffer for your art. Now what have we got—a board that's becoming U-shaped as we watch."

"So let's hurry up and play before the whole thing collapses, okay?"

The Game

Roger moved the Warrior in front of his Paladin ahead one square (that's W2h3 for those of you scoring at home). We held our breath, waiting for it to slide down into the gully that the f and g files were becoming. It did move a few millimeters, but then it got hung up on the edge of the contact paper that distinguished the dark square g3 from the light square h3.

"Okay, I think it's stopping there," I said. I then made the same move on my side, putting my Warrior on the dark square at 2h6, and I discovered the contact paper was kind of slippery. My little Warrior, already listing toward the middle of the board, didn't stop moving until he was half into the next square.

"New rule," said Roger, bringing us back to our purpose. "If you have to touch a piece to move it back where it slid from, that doesn't count as your move."

"I'll make a note of that," I said, pushing my Warrior back uphill. "I don't think there's going to be a lot of interest in the curvy board variant, but for now I think it's the only way we're ever going to finish a game."

We made some more moves and actually tried to play a smart game—control the center and all that. Thing is, when you're both trying to control the center, a lot of pieces end up in that vicinity. By the time we were in what passed for the middle game, the center of the middle board was a mess. Throw in a couple of Griffons visiting from the upper board, and you've got more pewter than a 1/8-inch-thick piece of plexiglass was ever meant to hold.

"The more the center sags, the worse the slope gets on the outside edges," I pointed out.

"Thank you, Mr. Obvious," Roger replied.

"No need for sarcasm. I'm just saying that, if this trend keeps up, my strategy for launching an attack from the perimeter is pretty well ruined by the fact that anything I put along the edge of the board is going to fall over and tumble into the gully."

"So come up with a new strategy then."

"Okay, here's my new strategy. You build a board that doesn't collapse and let me know when it's done."

"You have some responsibility here too," said Roger. "Wasn't it your idea to put the pennies on the bases?"

"Heck, no. I'm telling the story, and I say it was your idea. Anyway, the pennies aren't the problem. It's the pewter."

"Maybe so. I guess we could use plastic figures instead of metal ones. That would cut down on the weight, eh?"

"Yeah, but plastic miniatures are for kids, man. They're just toys. That's an idea that'll never get off the ground."

About the Author

Kim Mohan was the editor of *Dragon* magazine back in the day and for lots of days after that. He's now the managing editor for the D&D R&D department at Wizards of the Coast. He swears that everything in this article is more or less true.

Battle Cleric Options

By Mike Mearls

Illustrations by Goran Josic

After looking at the feedback we've received since launching our weekly web columns, we've decided to take a look at a number of underserved classes. Our goal is to take each class or option in turn, see where new material can improve it, and complete the necessary design work.

We're leading off the series with a suite of Strength-based options for the cleric, primarily because it's low-hanging fruit. As we analyze other classes, we'll roll out more options for them.

Battle Cleric Options

This article introduces a new set of powers tailored for Strength clerics, aka battle clerics, along with an optional class feature, Battle Cleric's Lore, which a cleric can take in place of Healer's Lore.

The encounter attack powers presented in this article focus on two general paths. Both paths augment the cleric's weapons, granting an attack or a damage bonus as part of the power's effects.

In addition, some powers focus on shutting down an enemy's attacks, forcing it to seek a more peaceful path or pay the consequences. Battle clerics have a saying that best describes this strategy: "When words of wisdom fail, a stout blow to the head will have to suffice."

The other set of powers serves the battle cleric as a war leader. These prayers make your enemies more vulnerable to your allies' attacks.

Battle Cleric's Lore

Alternative Class Feature

Your study of warfare and divine magic has granted you the gods' blessings in battle. You can choose this class feature in place of Healer's Lore.

Benefit: You gain a +2 shield bonus to AC, and you have proficiency with scale armor. In addition, whenever you use a cleric healing power to allow a target to spend a healing surge, that target gains a +2 bonus to attack rolls until the end of your next turn.

Favor of the Gods

Alternative Channel Divinity Power

Battle clerics know that the tide of battle often rests on simple luck. The best laid plans unravel when a sudden stumble or a misheard order turns structure into chaos. With this prayer, you ask the gods to intercede when luck turns bad.

You can choose this power in place of the channel divinity power *divine fortune*.

Favor of the Gods — Cleric Utility

When luck runs against you, you beseech the gods for aid to turn chance in your favor.

Encounter ✦ Channel Divinity, Divine
Minor Action **Close** burst 3
Target: One creature in the burst
Effect: The next time the target misses with an attack roll before the end of your next turn, it can reroll that attack roll. It must use the new result, even if it is lower.
Special: You can use only one channel divinity power per encounter.

Punish the Profane

Alternative Channel Divinity Power

Many battle clerics prefer to defeat the undead through force of arms rather than prayer. This channel divinity option caters to such adventurers.

You can choose this power in place of the channel divinity power *turn undead*.

Punish the Profane — Cleric Attack

You channel divine energy into your weapon, causing it to release a burst of radiance when you strike an undead foe.

Encounter ✦ Channel Divinity, Divine, Radiant, Weapon
Standard Action **Melee** weapon
Primary Target: One undead creature
Primary Attack: Strength vs. AC
Hit: 2[W] + Strength modifier radiant damage, and the target is immobilized until the end of your next turn.
Level 11: 3[W] damage.
Level 21: 4[W] damage.
Miss: Half damage.
Effect: Make the secondary attack.
Secondary Attack
Close burst 3
Secondary Target: Each undead enemy in the burst other than the primary target
Attack: Strength vs. Will
Hit: Charisma modifier radiant damage. In addition, you push the secondary target a number of squares up to 3 + your Charisma modifier.
Special: You can use only one channel divinity power per encounter.

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New Cleric Powers

Battle Cleric's Weapon Mastery — Cleric Attack 1

You infuse your body with divine magic, enhancing your fighting ability.

At-Will ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 1[W] + 2 + Strength modifier damage.
Level 21: 2[W] + 4 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +2 bonus to the damage roll.

Weapon of Divine Protection — Cleric Attack 1

Guided by your hand, your weapon becomes a divine tool that can deal mighty attacks or defend your allies.

At-Will ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Level 21: 2[W] + Strength modifier damage.
Weapon: If you're wielding a simple weapon, the attack deals 1d6 extra damage.
Effect: Until the end of your next turn, your allies gain a +2 power bonus to all defenses while adjacent to you.

Sundering Might — Cleric Attack 1

You cloak your weapon in divine magic and slam your foe, revealing a gap in its defenses that your allies can use.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 2[W] + 2 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +2 bonus to the damage roll.
Effect: Until the end of your next turn, you and each ally within 3 squares of you can make attacks against the target's lowest defense, instead of the defense normally targeted by that attack.

Weapon of Enforced Serenity — Cleric Attack 1

You lunge forward and deliver a hard blow to your foe that disrupts its counterattack.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding a simple weapon, the attack deals 1d6 extra damage.
Effect: The target's next attack before the end of your next turn deals only half damage.

Inspire Fanaticism — Cleric Attack 3

As you strike your foe, you invoke a prayer of wrath that bolsters your allies' endurance with divine power.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 2[W] + 2 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +2 bonus to the damage roll.
Effect: You or one ally within 2 squares of you takes only half damage from any damage source, including ongoing damage, until the end of your next turn.

Words Are Not Enough — Cleric Attack 3

Sometimes words are enough to bring peace. When words fail, a stout blow to the head of an enemy or two usually does the job.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One or two creatures
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Weapon: If you're wielding a simple weapon, the attack deals 1d6 extra damage.

Warning Strike — Cleric Attack 7

You whirl your weapon in a deadly arc, striking your foe and readying yourself to counter its next action.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding a simple weapon, the attack deals 1d6 extra damage.
Effect: Until the end of your next turn, whenever the target shifts or makes an attack that does not include you as a target, it provokes an opportunity attack from you. In addition, until the end of your next turn, you gain a +4 power bonus to the attack rolls and damage rolls of opportunity attacks against the target.

Strength of Spirit — Cleric Attack 7

The great fighting saints of old drew strength from their foes' defiance. With this prayer, you draw upon the saints' indomitable spirit and share it with your allies.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 2[W] + 2 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +2 bonus to the damage roll.
Effect: Until the end of your next turn, you and your allies gain a +1 power bonus to attack rolls and damage rolls against the target. In addition, whenever you or one of your allies within 3 squares of you is hit or missed by an enemy's attack, this bonus increases by 1, to a maximum bonus of +5.

Divine Beacon — Cleric Attack 13

As you strike your enemy, your weapon glows with divine light that envelops that foe, acting like a beacon for your allies' attacks.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 3[W] + 3 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +3 bonus to the damage roll.
Effect: Until the end of your next turn, you and each ally within 3 squares of you can make attacks against the target's lowest defense, instead of the defense normally targeted by that attack.

Weapon of Peace Foretold — Cleric Attack 13

The divine strength of your attack sends your foe reeling, overwhelming it with vertigo and shattering its defenses.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 3[W] + Strength modifier damage.
Weapon: If you're wielding a simple weapon, the attack deals 1d6 extra damage.
Effect: The target's next attack deals only half damage, and the target provokes opportunity attacks whenever it makes a weapon attack. These effects last until the end of your next turn.

Bastion of Fanaticism — Cleric Attack 17

As you attack, divine magic streams from you to your allies, giving them resistance to harmful attacks.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 3[W] + 3 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +3 bonus to the damage roll.
Effect: You and one ally within 3 squares of you take only half damage from any damage source, including ongoing damage, until the end of your next turn.

Violence Betrayed — Cleric Attack 17

You twirl your weapon above your head, generating a wave of divine energy that smites your foes and marks them for death.

Encounter ✦ Divine, Radiant, Weapon
Standard Action **Close** burst 2
Target: Each enemy in the burst
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier radiant damage, and the target is dazed until the end of your next turn.
Weapon: If you're wielding a simple weapon, the attack deals 1d6 extra radiant damage.
Effect: You and each ally in the burst gain a +5 bonus to damage rolls against dazed targets until the end of your next turn.

Divine Retribution — Cleric Attack 23

Filled with divine power, you strike your enemy with unmatched fury, letting it know that it will pay a price for ignoring you.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 4[W] + Strength modifier damage.
Weapon: If you're wielding a simple weapon, the attack deals 2d6 extra damage.
Effect: Until the end of your next turn, whenever the target shifts or makes an attack that does not include you as a target, it provokes an opportunity attack from you. In addition, until the end of your next turn, you gain a +4 power bonus to the attack rolls and damage rolls of opportunity attacks against the target.

Relentless Spirit — Cleric Attack 23

After you deliver this powerful strike, your enemies' attacks fuel the magic of this prayer, lending strength to your allies.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 4[W] + 4 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +4 bonus to the damage roll.
Effect: Until the end of your next turn, you and your allies gain a +2 power bonus to attack rolls and damage rolls against the target. In addition, whenever you or one of your allies within 5 squares of you is hit or missed by an enemy's attack, this bonus increases by 1, to a maximum bonus of +5.

Doom of the Unworthy — Cleric Attack 27

As you deliver this crushing attack, you impart a divine curse upon your enemy, allowing your comrades' attacks to find their mark against the foe.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Requirement: You must use this power with a simple weapon.
Target: One creature
Attack: Strength + 1 vs. AC
Hit: 4[W] + 4 + Strength modifier damage.
Weapon: If you're wielding your weapon with both hands, you gain a +4 bonus to the damage roll.
Effect: Until the end of your next turn, your allies can treat each attack roll against the target as a 10 instead of rolling the attack.

Weapon of Final Peace — Cleric Attack 27

You lash out at your enemy and mark it with a powerful divine curse that promises vengeance for its transgressions.

Encounter ✦ Divine, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Strength vs. AC
Hit: 2[W] + Strength modifier damage.
Weapon: If you're wielding a simple weapon, the attack deals 2d6 extra damage.
Effect: The first time the target attacks before the end of your next turn, it takes damage equal to that attack's damage roll immediately after the attack. This damage ignores resistances and immunities.

New Paragon Path: Paragon of Victory

Prerequisite: Cleric

You are a chosen champion of the gods. In battle, few can stand against you in personal combat. Even if they could match your skill, the divine power you command inspires your allies to great deeds. Paragons of victory stand at the center of many tales of great victories won against overwhelming odds. When the time comes for the gods to stand against an overwhelming foe, you can expect to fight at the forefront of that battle, wherever that may be.

Level 11: Turning of the Tide

Divine magic cascades around you in battle, cloaking you in energy that shifts the tide of battle in your favor each time an enemy falls before you.

Benefit: Whenever you drop a nonminion enemy below 1 hit point with an attack, you gain one of the following benefits of your choice.

- ✦ Each enemy within 2 squares of you is pushed up to 3 squares.
- ✦ You or one ally within 5 squares of you gains 10 temporary hit points.

Level 11: Paragon's Action

When you vault into action, you also bolster your allies, giving them strength to stand and fight.

Benefit: When you spend an action point to take an extra action, you gain one of the following benefits of your choice.

- ✦ You or an ally within 5 squares of you can make a saving throw with a +5 bonus.
- ✦ You or an ally within 5 squares of you gains a +5 power bonus to damage rolls until the end of your next turn.

Level 11: Fanatic Energy

Spurred by your fanaticism and energy, you throw yourself fully into the fray.

Benefit: You gain the *fanatic energy* power.

Fanatic Energy — Paragon of Victory Attack 11

You fight with the focused passion of belief, attacking twice in the time others take to make a single attack.

Encounter ✦ Divine
Minor Action **Personal**
Effect: You use an at-will cleric attack power.

Level 12: Battle Resolve

As the tide of battle ebbs and flows, you can call upon the power of the gods to strengthen your allies against the next wave of enemies.

Benefit: You gain the *battle resolve* power.

Battle Resolve — Paragon of Victory Utility 12

You channel the resolve granted by your divine magic to your allies, mending their wounds and empowering them for the fight to come.

Daily ✦ Divine, Healing
Minor Action **Area burst 2 within 10 squares**
Target: Each ally in the burst
Effect: Each target can spend a healing surge. In addition, each target gains a +1 power bonus to attack rolls and to all defenses until the end of the encounter.

Level 16: Relentless Rebuke

Your enemies quickly learn that your resolve to defeat them increases equally as they fight more desperately. Fueled by divine magic, your outrage at your foes' attacks spurs you to redouble your efforts.

Benefit: Once per encounter, when an enemy's attack against an ally within 5 squares of you bloodies that ally or drops that ally below 1 hit point, you can make a melee basic attack as an opportunity action.

Level 20: Victory Prayer

When your need is dire, you can call upon the power of the gods to lend speed to your efforts and those of your allies. With that sudden surge of divine inspiration, you can turn the tide of battle.

Benefit: You gain the *victory prayer* power.

Victory Prayer — Paragon of Victory Attack 20

The power of the gods infuses you and your allies, raising you to unmatched heights of battle prowess.

Daily ✦ Divine
Minor Action **Close** burst 3
Target: You and one or two allies in the burst
Effect: Each target can use an at-will attack power as a minor action once during his or her next turn.

About the Author

Mike Mearls is the R&D Group Manager for the Dungeons & Dragons® roleplaying game. His recent credits include *Player's Handbook®* 3, *Hammerfast*, and *Monster Manual®* 3.

Off with Her Brideshead!

By Shelly Mazzanoble

Illustration by William O'Connor

"All I wanted was cheese!"

Those were the last words I heard before I hung up the phone and headed off to my weekly D&D Encounters™ game.

Who would have thought stupid, smelly cheese cubes could cause such a ruckus?

I was still angry at the cheese when I took my seat around the table. Laura gave me a sympathetic look, since she too has dealt with the pressures of cheese.

"Know what the worst job in the world is?" I asked the group.

"Umm, shade mage who is about to be devoured by a pack of wolves?" Marty asked.

"Ha!" I scoffed. "That's nothing. I'd rather be kibbles and bits than a wedding planner. Why would you go through all this pain and suffering for *someone else's* cheese cubes?"

"What did she do this time?" Laura asked, amused by and all too familiar with my mom's antics in the adventures of wedding planning.

First, it was the chair upgrade.

"But for just $6 more we can have these beautiful Lucite ones," she emailed.

"But we get perfectly fine chairs as part of our rental fee," I explained.

"But these ones are nicer!" she sent back.

"How about we upgrade *her* chair?" my betrothed suggested. "I'll gladly fork over $6 for that."

And then there was the fish station.

"I want a whole fish surrounded by oysters, crab cakes, lobster claws, and various shellfish," said Mom.

"Fine," I said. "But no head on the fish. That's just creepy."

"Head ON! It's my vision!"

I played the "Bride Card" because I also had a vision—one that involved a Florida beach, a shark, and a terrified wahoo. That was the day I made the move from piscatarian to vegetarian.

"Look, Mom, you already cut lentil burgers from the slider station. At this point all I'll be able to eat is the Subway Veggie Delite sandwich I'll be stashing in my purse. Can I please get through *MY DAY* without staring into the sad eye of a salmon?"

She relented on the fish head, but still no lentil burgers. And now she wants cheese.

"It's for the cocktail hour," I explained to the group. "In addition to the seventeen different appetizers I hand-picked and labored over for weeks."

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When she saw the proposed menu, her only comment was: "Where is the cheese?"

Chris dug around in his box of minis and pulled out four more wolves. "They smell Willamena's fear and circle her."

"I told you I'm not scared," I said.

If one good thing has come out of this whole wedding planning drama, it's that my D&D® characters are much less timid. You see, I've seen real monsters up close and personal. Dungeon Masters: I'm about to let you in on a little secret that will make your campaigns even better. Yes, I know this sharing of secrets is strange coming from your Player-in-Chief, which is why I'm hoping you'll keep it between us.

First, go to your cable listings and check to see if you have a channel called "WE." Chances are that you do. Chances are even better that you have skipped over this fine example of broadcasting integrity in favor of things such as Comedy Central and G4. "WE" stands for Women's Entertainment and, oh boy, did they get the entertainment part right! But trust me: This network isn't entertaining for just women.

When you have discovered this delicious gem of a network, you will soon discover a smattering of other things:

1. There will never be a shortage of wannabe, exhibitionist, no boundaries, delusional, off-their-meds nut jobs to fill the slots on reality television shows.
2. There will never be a shortage of vapid, incongruous, and seemingly innocuous topics to turn into reality television shows.
3. Many women love shows about weddings.
4. Weddings are a breeding ground for monsters.

Perhaps the execs behind the WE Network are Dungeon Masters, too, which would account for why so much of their programming is dedicated to what I'm beginning to think of as dungeons with paper streamers and prime rib. You can watch shows that pit cake designers against one another, see frazzled wedding planners on the verge of a nervous breakdown, learn the difference between rich brides and poor brides, and get ideas for DIY weddings and for weddings that cost more than the gross annual income of my entire neighborhood. Sure, you can find good fodder in those shows for all kinds of crazymaking ideas, but that's not where the true gem is. That would be in a little show called *Bridezillas*.

For those of you who would rather run a marathon than watch one on TV, I'll just tell you what I have come to know about brides-to-be: They. Are. Dangerous. Like pack of orcs crazy. Beholder laser eye deadly. Mama owlbear menacing. These women are not actors. They can't be, otherwise we'd recognize their faces from Broadway or movies starring Judi Dench. No amount of tulle or lace can hide what lies beneath. Bridezillas have a Perception modifier of +35 (do not try to pass carnation pink off as tea rose) and shriekerlike yowls that prevent anyone from coming within four feet of their cathedral-length trains. Their medusalike stares can drop you in your tracks, and they can cut down your self-worth with an ill-timed zing (like in the middle of the best man's speech) with more precision than a *vorpal axe* through butter.

A wedding is supposed to be the happiest day of your life, and yet it brings out the monster in everyone. Jealous bridesmaids, lecherous and leering groomsmen, overbearing stage moms, and oh look! A glimpse into Aunt Jeannie's secret past life as an—ahem—dancer. Who knew?

It's not Wedding Season. It's Dreading Season. Monsters walk among us. And threats don't come only *from* the Nentir Vale. They come from *under* the veil, too.

Threat from the Nentir Vale: Harken's Heart

Threat from under the Veil: The relatives who won't go anywhere unless their entourage can come, too

For those not in the know (yet), in the Harken Forest of Nentir Vale, a group of elf druids goes by the name of Harken's Heart. Scattered and stealthy, these druids protect their territory fiercely. You'd better watch yourself around these people, because they're also tenacious. But you know who has them beat for fierceness and tenacity? Relatives who find out you're having a wedding.

So my friend Heidi was getting married in what she and her fiancé were hoping would be a modest, intimate affair. Since both parties relocated to Seattle over a decade ago and left their families behind on the East Coast, this expectation wasn't exactly unfathomable. Seattle is rainy. It's close to Alaska and therefore way the heck out "there." It might even be in Canada. Whatever. People on the East Coast don't care. It's certainly not a vacation destination.

That's what Heidi assumed when she sent out the obligatory invites to "those relatives that live somewhere in central Pennsylvania." She hadn't seen them since Aunt Betty's 85th birthday at the Waffle House in Allentown. She assumed they wouldn't come. She didn't even bother putting their names on her mocked-up seating charts. Like their monstrous counterparts, they tend to flounder outside their natural habitat and forget basic things such as how to chew or sit with their legs crossed. (Jeez, Grandma! *That's* not going in the album!)

But, boy, was she wrong. Those forest-dwelling druids from across the country RSVP'd with authority. And they added +1s and +2s.

"Please make sure to invite Aunt Sally, Uncle Ross, and their kids," they insisted. "Oh, and we

already told Mabel and Nelson. They've never been to Oregon, so they're very excited."

Heidi didn't have the heart to shut down her guest list, and she certainly wasn't going to tell Mabel and Nelson they *still* weren't going to Oregon. So she ordered more invitations and sent them to post office boxes all over central Pennsylvania.

They used my friend's nuptials as a means for a family reunion. And they also invited good friends Jim Beam and Bud Weiser, which made the reception great fun for the rest of the guests. Sure, upon first sight they *look* like all the other guests, but as the moonlight gave way to the moonshine, those pack-roving relatives gave new meaning to term "party animal." Thankfully, *those* pictures are in the album. And I'm pretty sure Heidi is not getting her deposit back.

Threat from the Nentir Vale: Scroll mummy phylactery

Threat from under the Veil: Scroll Mommy (a.k.a., Mother of the Checkbook)

The main difference between the scroll mummy and the Scroll Mommy: One is a construct composed of discarded magic items and pages torn from rituals and spellbooks, while the other is a construct composed of discarded rationale and pages torn out of checkbooks.

Another difference is that the scroll mummy is born from a destroyed lich whose spirit is bound to serve its creator, and the Scroll Mommy feeds the spirit of a lichlike creature by offering limitless budgets, spa services, and various sacrificial offerings such as 401k plans and second mortgages. Her efforts create a force so strong that everyone within the same area code will be forced to serve the lichlike creature.

You see, the Scroll Mommy made a vow to serve and protect the lichlike creature to whom she gave life. It is part of her inherent role as a Mommy that makes her do whatever necessary to ensure that her baby's BIG DAY is all they both ever hoped and dreamed it would be. Hell hath no fury like a Scroll Mommy who has to tell a lichlike creature that the fifth miniature horse she requested just came down with rain scald and won't be able to participate. If her baby wants Navy Pier carved out of ice, then every spoke on that Ferris wheel had better be accounted for. And if the Scroll Mommy has always envisioned a cascading fountain of farm-fresh cheese flowing into a river of fancy wheat crackers, then you better stock up on Lactaid®.

Threat from the Nentir Vale: Hurly-Burly brothers

Threat from under the Veil: The sparring relatives who can't stand to be in the same room together

Every family has them. Troll-like creatures bound by blood or marriage who exist in the same air space for the sole purpose of making the other one as miserable as possible. Hurly and Burly, the old trolls of Winterhaven, lived in their respective caves not far from one another despite their mutual abhorrence of one another. Only on occasion would they step out into enemy territory to upset the family apple cart. While they remained relatively unscathed, at least physically, the innocent people of Winterhaven didn't always fare so well. What's that expression about hurting only the ones you love? Right. And by "love," I mean anyone within a sixty-foot radius.

Hurly and Burly offshoots are also at almost every wedding. And they aren't always brothers. They can be feuding sisters, estranged godparents, and the worst beast of all: divorced parents. Lord help all of you if one of them remarries. And heaven help the new wife of the divorced parent if she is in the same high school yearbook as the groom-to-be.

I got to witness Hurly and Burly in action at the wedding of my college friend, Alice, this past spring. Apparently her formerly married parental units saw their offspring's nuptials as the ultimate arena to inflict some damage. They claimed that this little drama was not their intention, and even crossed their hearts before the nerve-racked bride, promising that they would not ruin the day by harboring petty grudges and executing personal vendettas.

"It's your day, sweetheart," her mother cooed. "I won't go near that gold-digging, two-bit trollop."

No amount of color-coded, sticky-noted seating charts could keep that peace. And the open bar only increased the size of their burst attacks. Dad conveniently forgot the envelope that contained the caterer's tip. Mom thinks Dad is a skinflint. Everyone thought Stepmom was showing an inappropriate amount of skin. And nobody held back their opinions about these and many other petty topics. Instead of tossing the bouquet, Alice should have dropped a fireball in the middle of the dance floor. Learn from her mistake. If Hurly and Burly are coming to your wedding, don't forget the wedding insurance. You will need it.

Threat from the Nentir Vale: Boggle

Threat from under the Veil: The very good, very single friend who is sooooooooo incredibly happy for you (a.k.a. the Bitter Bridesmaid)

Let's face it. Weddings suck for single people. As guest lists go up (see Harken's Heart), budgets go down. Your friends and acquaintances start becoming dollar signs on a spreadsheet. So who gets cut? The single friend's +1, of course.

It's a sad fact and one with which I'm quite familiar. I went to many weddings solo. I was even *in* weddings and still wasn't able to bring a date. This scenario is reminiscent of another all-too-common one. If you are "of a certain age," you might

remember spending a few weekend nights at the roller-skating rink. You might also remember that awful feeling when the lights dimmed low and Journey's "Open Arms" filled your newly pierced ears and the DJ demanded that you move your unattached Jordache-clad butt off the rink to make way for the couples. Then for the next three minutes and eighteen seconds you were forced to watch the more popular girls and the boys you had crushes on stick their hands in each other's back pockets and kiss under the splotchy glow of the disco ball. Well, going to a wedding stag isn't much different. Perhaps you've heard of a traditional event called the Bouquet Toss? This little tradition coincidentally happens right around the time a stampede of single women makes a mass exodus toward the women's room. This effort proves futile, since some well-meaning Scroll Mommy will make the DJ exterminate all the spinsters from the bathroom stalls, and you'll be stuck there on the dance floor alongside Aunt Polly and her compression stockings and Cousin Megan who threatens to punch you in the kidney if you so much as even look at the stupid bouquet. (Megan did not have to be called out from a bathroom stall, by the way, since her sole purpose for attending weddings is *just to catch that damn bouquet*.) You might ask this: Where is the monster in this scenario? Right here, at this moment, the entire room is filled with monsters.

In the Nentir Vale you might find yourself toe to open toe with the mischievous boggles and their clever, cunning ways. A worthy opponent, sure, but a boggle has nothing on the Bitter Bridesmaid (or "the Megan" [scare quotes intentional—you should be scared] if *you* wind up accidentally catching the bouquet). This wolf in taffeta and sateen is a force to be reckoned with because she's on the inside. She knows all the details of the BIG DAY. She volunteers to help out. She knows exactly what can go wrong. She knows exactly how to *make* it go wrong.

If the Bitter Bridesmaid is in charge of proofreading the menus, you might be serving Dungeness crap cakes alongside your filet mignon. If the Bitter Bridesmaid came to your final dress fitting appointment, chances are good that Grandma Betty is going to find out about the lacrosse-playing Tasmanian devil keeping residence on your right ankle. If the Bitter Bridesmaid had anything to do with planning the shower, the bride might be supping on tea and crumpets instead of Long Island iced teas as requested. Simple oversights from an overachieving, overburdened, eager-to-help friend? Or well-calculated, impish acts of sabotage from someone who has crouched on top of hotel toilet seats one too many times? You decide.

Threat from the Nentir Vale: Penanggalan
Threat from under the Veil: Bridezilla

Isn't she lovely? Yes, by the light of day she is. You'll be hard pressed to find an ugly bride, what with the hundreds of dollars the Scroll Mommy probably spent on airbrushed makeup and updos. And then there's the glow that stems from knowing you're thirty minutes away from never having to bring your cousin to your company's holiday party again.

The penanggalans are lovely, too, with their gentle smiles, jovial personalities, and bride-to-be-like beauty. Many who came before you have fallen in love with penanggalans, and many have suffered their wrath. Because when the night comes, no perfectly aligned place setting is perfect enough. You see, like the Bridezilla, the penanggalan has made a deal with the devil for perfection, beauty, and reverence on her BIG DAY. Wedding coordinators are good, but who is stupid enough to make that promise?

No amount of spray tan or commercial-grade powder can hide the penanggalan's inner beasts, and the same is true for her Bridezilla counterpart. Something—an early extinguished tea light, a slightly askew boutonniere, a cloth napkin that lacks the requisite amount of starch to ensure a lifelike swan form—will set her off. Suddenly she bursts from her Spanx while her tulle-covered head erupts from her cap-sleeved shoulders and hunts down anyone she believes did her wrong. Run for your lives, bridesmaids who failed to lose those last four pounds. Beat it, waiter who referred to pancetta as bacon. Seek cover, DJ who played "The Macarena" and—well, okay, that guy *should* be punished.

See? You thought the most monstrous opponents are only in books and boxes. Obviously bigger threats are right in your own backyard banquet hall. Now if you'll excuse me, I need to figure out which relatives to cut so my single friends can all bring their +1s to my wedding.

About the Author

Shelly Mazzanoble will not be tossing her bouquet, mostly because she is shocked at how much flowers cost.

Playtest: Rogue

Illustrations by James Ryman, William O'Connor, and Steve Prescott

Why This Is the Class for You: You want to play a clever, agile character who is capable of outwitting monsters while delivering deadly attacks.

That rogues have a dubious reputation is no secret. They are a varied breed, after all, and include all manner of unsavory types. They are the cutpurses and footpads prowling the city's seediest districts. They are infamous pirates whose daring is the stuff of legends. They are the bandits in the wilderness who prey on travelers. They are the tomb robbers, the archeologists, the fallen nobles, the dashing knaves, the bold heroes who fight injustice whatever way they can. They are all these things and more. And for every rogue who embraces crime, there's another who uses his or her talents for good ends.

Rogues are unconventional warriors. Where a fighter goes toe-to-toe with the enemy, a rogue uses subtle tactics. Rogues are adept at finding openings, knowing just where and when to strike to deliver the most damage. They can spot these advantages or create them use stealth, skill, and shrewd tactics.

Given their methods of operation and their occupations, rogues elicit a variety of reactions from those around them. To some common folk, they are quintessential heroes, following their own credo and flaunting the rule of law to achieve great deeds. Others are not so charitable, having been crossed by a rogue once or twice before, and see them as nothing more than glorified criminals. How the world will regard you, however, depends on what you do and why you do it. You could become a hero to the people, or a terrible force whose name is never spoken above a whisper.

The thief and the scoundrel are two types of rogues. The thief appears in *Heroes of the Fallen Lands*. The scoundrel first appeared in the *Player's Handbook* as the rogue.

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Scoundrel

Martial Striker: Cunning and furtive, you maneuver about the battlefield, evading attacks and countering with strikes of your own. You are at your best when you work with a defender to bring down tough opponents or another striker to set up flanking attacks.

Key Abilities: Dexterity; Strength or Charisma

A fair fight is not in the scoundrel's vocabulary. Scoundrels find success on the battlefield by using every trick at their disposal to deceive, mislead, and ambush their enemies. They draw on their many skills to give them an edge in combat, whether that edge enables them to snatch a treasure from a villain or leap away at the last moment to thwart an attack. Scoundrels are survivors, and they are not above getting their hands dirty to win the day.

A scoundrel relies on clever planning and quick wits to survive. A thief focuses more broadly on acrobatics and unpredictable maneuvers. Scoundrels trade the thief's reliable tricks for a broader, more unpredictable range of abilities. These martial powers, or exploits, mirror the scoundrel's preferred tactics and arise from a mix of training, improvisation, and skill. Some scoundrels favor punishing exploits, focusing on hitting hard and inflicting terrible injuries. Others use witty banter and feints to frustrate and misdirect opponents. Others still favor acrobatics, menace, or secrecy.

Scoundrels are adventurers first and foremost. One might have learned the trade on the streets, might have developed his or her powers out of necessity after fate betrayed them, or could have been apprenticed to a master thief. Some scoundrels join adventuring parties for the promise of treasure and have few reservations about exploring dusty tombs and labyrinthine dungeons as long as there's a reward on the other side. Not all scoundrels are that mercenary, however. There are things other than loot that are worth fighting for.

Scoundrel Traits

Hit Points: You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level.

Bonus to Defenses: +2 to Reflex

Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Dagger, hand crossbow, short sword, shuriken, sling

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Cha), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Trained Skills: Stealth and Thievery, plus four more from the list of class skills

Creating a Scoundrel

This section walks you through the steps of creating a scoundrel. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race. Half-orc and halfling are particularly good choices for a scoundrel.

Half-Orc Living on civilization's fringe often means that half-orcs have little use for law's trappings. This fact, combined with their natural speed and physical might, makes them especially dangerous scoundrels. A half-orc scoundrel acts first and considers the consequences later. These characters depend on hitting hard and early, speeding to an enemy before it can act and visiting their fury on the unprepared target. Many half-orc scoundrels began their careers as thugs or enforcers.

Half-orcs are not overly religious. Those who come from the frontier place their faith in the primal spirits. Others might follow Avandra or Kord.

Halfling Few races take to the scoundrel class better than do the halflings. Their racial qualities align well with the scoundrel's features and powers. They have speed, grace, and a wit as sharp as any knife, making them the perfect tricksters. Furthermore, they have a knack for avoiding enemy attacks, enabling them to move with impunity. Halfling scoundrels include skilled criminals, pickpockets, burglars, and con artists. Others are adventurers and travel to see what's beyond the horizon.

Halfling scoundrels feel a debt to Avandra, who looked after them when Sehanine and Melora lost interest in them. A few, however, invoke Sehanine's name for both protection and inspiration.

A halfling rogue

Rogue Tactics

All scoundrels share certain abilities, but they differ in how they put them to use. Some are adept at straight-up combat, while others prefer a subtler approach, undoing their foes through trickery and subterfuge.

Before you choose a tactic, consider the type of scoundrel you want to play. Do you see yourself as a bold adventurer, using sharp tongue and sharper blade to keep your enemies guessing? If so, you'll probably prefer Artful Dodger. Or would you rather hit your enemies quickly and savagely, defeating them with sudden overwhelming force? If so, maybe Brutal Scoundrel is a better choice.

Choose one of the following forms of Rogue Tactics. See page 5 for details on their benefits.

Artful Dodger You favor trickery over brute force, misdirection over head-on assault. You rarely stay in one place for long, feinting to draw your enemy's attention and then slipping in to make the attack. Before the foe can respond, you're gone, far outside its reach. Central to your tactics is the ability to convince your enemies you are about to do one thing and then do something different.

Brutal Scoundrel A dead enemy can't hit you back. Where other scoundrels prefer subtlety and trickery, you slam into your foes, moving with speed and force to overwhelm your foe before it can respond. If your first attack doesn't send it to its grave, you leave it befuddled long enough to follow up with an equally vicious strike.

Ability Scores

Determine your ability scores, making sure you assign your highest score to Dexterity. You use Dexterity to make your attacks and also to shore up your low defenses from wearing light armor. Dexterity is also a key ability for many of your important skills.

The choice you made for Rogue Tactics dictates your second-highest ability score. Artful Dodger depends on a high Charisma score to keep your enemies guessing, helping you to avoid opportunity attacks. Strength should be your second-highest ability score if you chose Brutal Scoundrel. You add your Strength bonus to your Sneak Attack damage, letting you hit with even greater force.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Although a rogue relies on a good Dexterity score, your other abilities help paint the complete picture of your character. Beyond your first two choices, a good Intelligence might cast you as a criminal mastermind, intent on creating brilliant schemes and heists. A good Wisdom indicates that you have a strong eye for detail. You might carefully weigh your options before taking action.

Skills

At 1st level, you have training in Stealth and Thievery. In addition, you choose four more trained skills from the following list of class skills: Acrobatics, Athletics, Bluff, Dungeoneering, Insight, Intimidate, Perception, and Streetwise.

Scoundrels have access to a broad selection of skills, letting them take the lead in many challenges. As always, consider how your skill training informs your character's background. Intimidate, for example, might suggest a hardened street thug, while Bluff could be a talent you cultivated by conning locals and talking your way out of tight situations.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Scoundrel Heroic Tier table on page 5.

Rogue Tactics describes a scoundrel's preferred fighting method, and so you're best served by choosing powers that support your tactics. *Deft strike* and *sly flourish* are strong choices if you picked Artful Dodger, since they reinforce mobility and feints. *Positioning strike* is a good option for your encounter power if you have a Charisma bonus of +2 or higher. Finally, consider *trick strike* for your daily power.

Picking Brutal Scoundrel implies that you favor physically aggressive tactics. Look to *piercing strike* and *riposte strike* for your at-will powers. The former lets you bypass AC, while the latter gives you some protection against counterstrikes. *Torturous strike* packs quite a punch for an encounter power, while the daily power *easy target* sets up your attacks to bring a foe down quickly.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. Feats from the quick reaction category help you get the jump on enemies, detect hidden foes, and avoid unexpected dangers. If you want to enhance your ability to evade attacks, feats from the vigilant reflexes category might be a good choice. Finally, learning and lore feats can broaden or improve your skills.

Equipment

You have proficiency with the following types of armor: cloth and leather. You have proficiency with the following weapons: dagger, hand crossbow, short sword, shuriken, and sling.

You have 100 gp with which you can purchase equipment. Make sure you purchase thieves' tools first to improve your chances of disarming traps and unlocking doors. Leather armor should be your next investment. Scoundrels do well with both ranged and melee combat, so make sure you have one of each kind of weapon. Investing in daggers isn't a bad idea, since you can use them in both situations.

If you want better damage and range than a dagger provides, consider the hand crossbow or the sling. For a better melee weapon, the short sword is a good choice.

SHURIKEN

Among a scoundrel's weapon repertoire is the shuriken, a light thrown weapon commonly called a throwing star. Given its small size and negligible weight, the shuriken is an ideal choice when the rogue wants to carry a back-up weapon in a boot or some other concealed location, and because the shuriken counts as a light blade, it is perfect for dealing Sneak Attack damage at range.

SUPERIOR RANGED WEAPONS

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Prop.	Group
Shuriken (5)	+3	1d4	6/12	1 gp	1/2 lb.	LT	Light blade

Defenses and Hit Points

Calculate your defenses using your ability modifiers and the bonus for your character's armor. In addition, you gain a +2 bonus to Reflex.

You start with hit points equal to 12 + your Constitution score. You gain 5 hit points each time you gain a level. You have a number of healing surges per day equal to 6 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Do you use your talents to help ordinary folk, such as by helping the poor? You might be good or lawful good. If you're in it for yourself, unaligned is a better choice.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

Heroic Scoundrel

When you enter the heroic tier, you have a wide range of skills, techniques, and talents to see you through your first adventures. These abilities form a solid foundation for the greater accomplishments that await farther down the road.

SCOUNDREL HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Sneak Attack First Strike Rogue Tactics Scoundrel Weapon Talent At-will powers Encounter power Daily power
1,000	2	+1	Utility power
2,250	3	—	Encounter power
3,750	4	+1	Ability score increase
5,500	5	—	Daily power
7,500	6	+1	Utility power
10,000	7	—	Encounter power
13,000	8	+1	Ability score increase
16,500	9	—	Daily power
20,500	10	+1	Utility power

Level 1: Sneak Attack

You fight fair only when you have no other choice. You are at your best when you have the advantage over an enemy, such as when you and an ally attack the foe from opposite sides or you deliver a surprise assault.

Benefit: When you make an attack with a light blade, a hand crossbow, a shortbow, or a sling and hit an enemy granting combat advantage to you, that enemy takes extra damage based on your level (see the Sneak Attack table). You can deal this extra damage only once per turn.

SNEAK ATTACK

Level	Extra Damage
1-10	2d6
11-20	3d6
21-30	5d6

Level 1: First Strike

For a scoundrel, a quick fight is a good fight. By striking hard in the first few moments of a battle, you press the attack before a sentinel can call for help.

Benefit: At the start of every encounter, you have combat advantage against any creatures that have not yet acted in that encounter.

Level 1: Rogue Tactics

Scoundrels approach combat from many different angles. Some use their wits, speed, and mobility to circumvent enemies and frustrate their attacks. Other prefer to strike fast and hard, to keep their enemies on the ropes until they finally fall.

You gain one of the benefits described below, depending on your choice of Rogue Tactics. Your choice also provides additional benefits to certain rogue powers, as detailed in those powers' descriptions.

Artful Dodger

You use your natural charm and cunning trickery to deceive your foes. You dart in and out of the fray, dodging enemy attacks or redirecting them toward other foes.

Benefit: You gain a bonus to AC against opportunity attacks. The bonus equals your Charisma modifier.

Brutal Scoundrel

You use brute strength to overcome your enemies. Your attacks focus on dealing as much damage to an enemy as you can. Those exposed to your strikes often find themselves overwhelmed by your vicious tactics, recoiling in pain or confounded by a well-placed strike.

Benefit: You gain a bonus to Sneak Attack damage. The bonus equals your Strength modifier.

Level 1: Scoundrel Weapon Talent

You favor light weapons that are easy to conceal. Your mastery of such weapons grants you an edge when attacking with them.

Benefit: When you wield a shuriken, your weapon damage die increases by one size. In addition, you gain a +1 bonus to weapon attack rolls with daggers.

Level 1: At-Will Powers

All rogues master a few exploits that derive from their shrewdness, agility, and expertise with their chosen weapons. These powers often demonstrate how rogues can get the drop on opponents, striking with little warning or making an attack that sets up an even more powerful strike.

Benefit: You gain two 1st-level rogue at-will attack powers of your choice.

Deft Strike

Location is everything to a scoundrel. Get into the right place, and you can hit your enemy where it's least protected. *Deft strike* lets you lunge forward to flank an enemy and strike. This power is best used when you start your turn near the enemy so you can dart in, attack, and then shift or move away.

Deft Strike — Rogue Attack 1

A final lunge brings you into an advantageous position.

At-Will ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Effect: Before the attack, you can move up to 2 squares.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Level 21: 2[W] + Dexterity modifier damage.

Piercing Strike

You have an eye for spotting gaps in armor and weak points where your weapon can deliver the most damage. With this exploit, you can bypass an enemy's armor so that the foe's only defense is to get out of your weapon's path.

Piercing Strike — Rogue Attack 1

You drive your weapon past your foe's guard and into a tender spot.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage.
Level 21: 2[W] + Dexterity modifier damage.

Riposte Strike

Delivering a telling strike is the surest way to get an enemy's attention. If you're working with a defender, you can usually escape retribution, but there will be times when you find yourself facing an enemy alone. *Riposte strike* gives you a layer of protection, threatening your enemy with a counterstrike if it hits you. Bringing your weapon back around for another strike requires some physical might to have any success.

Riposte Strike — Rogue Attack 1

With a calculated strike, you leave your foe vulnerable to an adroit riposte if it dares to attack you.

At-Will ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage. If the target attacks you before the start of your next turn and it is within reach, you can make a Strength vs. AC attack against it as an immediate interrupt. On a hit, the target takes 1[W] + Strength modifier damage.
Level 21: 2[W] + Dexterity modifier damage and 2[W] + Strength modifier damage.

Sly Flourish

Many scoundrels rely on misdirection to get the better of their foes. With this exploit, you perform a convincing gesture to draw your enemy's attention from the weapon speeding toward it. This distraction lets you strike where your opponent is most vulnerable.

Sly Flourish — Rogue Attack 1

You use a distracting flourish with your off hand to land a solid blow.

At-Will ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier + Charisma modifier damage.
Level 21: 2[W] + Dexterity modifier + Charisma modifier damage.

Level 1: Encounter Power

During any encounter, you might find an opening you can seize, an opportunity on which you can capitalize. You learn to identify these chances to upset your enemies' plans.

Benefit: You gain a 1st-level rogue encounter attack power of your choice.

Dazing Strike

A clever enemy might anticipate your underhanded tactics and guard against your strikes. When you are faced with such an opponent, it falls to you to create the opportunities you need. *Dazing strike* lets you land a painful blow that leaves your enemy unable to protect against your next attack.

Dazing Strike — **Rogue Attack 1**

An expert strike catches your foe by surprise and leaves it reeling from the pain.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and the target is dazed until the end of your next turn.

King's Castle

An enemy that can't hit you back is the one you best like to fight. With this exploit, you pick out a vulnerable spot and strike at it. Whether you hit or miss, the enemy is so surprised by your maneuver that you gain time to change places with a tougher ally.

King's Castle — **Rogue Attack 1**

You make a stinging strike against your foe and then retreat behind a nearby ally.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier damage.
Effect: You and an adjacent ally can swap places (the ally slides 1 square, and you shift 1 square).

Positioning Strike

Trickery is an important weapon in any scoundrel's arsenal. A seeming misstep is often enough to draw an enemy into your trap. *Positioning strike* makes an enemy believe you are going to do one thing, when in fact you do something else. If you succeed, the enemy falls for your ruse long enough for you to strike it and send it stumbling where you want it to go.

Positioning Strike — **Rogue Attack 1**

A false stumble and a shove place the enemy exactly where you want it.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Will
Hit: 1[W] + Dexterity modifier damage, and you can slide the target 1 square.
Artful Dodger: The distance of the slide can be up to your Charisma modifier.

Torturous Strike

You leave the deception to others. When it comes to fighting, you believe the person who can dish out the most punishment is the one who wins. *Torturous strike* lets you drive your weapon into a foe and give the blade a twist to produce more damage than such a strike would normally cause.

Torturous Strike — **Rogue Attack 1**

You wrench your weapon just so, making your enemy howl in pain.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Brutal Scoundrel: You gain a bonus to the damage roll equal to your Strength modifier.

Level 1: Daily Power

You know how to use one of your favorite weapons in a maneuver that's so taxing you must rest before pulling it off again.

Benefit: You gain a 1st-level rogue daily attack power of your choice.

Blinding Barrage

This exploit produces a spray of projectiles. Whether you are throwing blades or shooting crossbow bolts, you aim and fire with astonishing speed. The opponents you hit shrink back, their vision impaired by the blood spilling from their injuries.

Blinding Barrage — **Rogue Attack 1**

A rapid flurry of projectiles leaves your enemies clearing the blood from their eyes.

Daily ✦ Martial, Weapon
Standard Action **Close** blast 3
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Target: Each enemy you can see in the blast
Attack: Dexterity vs. AC
Hit: Dexterity modifier damage, and the target is blinded until the end of your next turn.
Miss: Dexterity modifier damage.

Easy Target

Your enemy proves sly, anticipating your efforts to slip behind it. Rather than play this game of cat and mouse, you spring forward and land a vicious strike. While your enemy concerns itself with its new injury, you can give it the punishment it has earned.

Easy Target — **Rogue Attack 1**

You deal a staggering blow to your enemy, setting it up for future attacks.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and the target is slowed and grants combat advantage to you (save ends both).
Miss: Half damage, and the target grants combat advantage to you until the end of your next turn.

Trick Strike

Throughout the fight, you have been feinting and dodging, working to get inside your enemy's head. When you're ready, you make the move, pressing your attack against the foe so it can be your plaything for the battle's duration. Your enemy is so confused by your maneuvers that it falls back each time you attack it.

Trick Strike — **Rogue Attack 1**

Through a series of feints and lures, you maneuver your foe right where you want it.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage, and you can slide the target 1 square.
Effect: Until the end of the encounter, you can slide the target 1 square whenever you hit it.

Level 2: Utility Power

You can access a wide range of talents, from picking locks to snatching purses. As your expertise grows with these talents, so too do their uses.

Benefit: You gain a 2nd-level rogue utility power of your choice.

Fleeting Ghost

The most successful scoundrels combine stealth with speed, and you have practiced long and hard to follow their example. With light steps and an instinctive sense of stealth, you move like a fleeting ghost.

Fleeting Ghost — **Rogue Utility 2**

You are stealthy and fleet of foot at the same time.

At-Will ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Stealth.
Effect: You move up to your speed and can make a Stealth check to hide. You take no penalty to the Stealth check for the movement, though you must still meet the normal requirements to hide.

Great Leap

Your explorations take you into dangerous places, where pit traps might lurk underfoot or a high ledge might contain a lever to open a secret door. To help bypass these dangers and reach these destinations, you focus your training to enable you to jump greater distances than you believed possible.

Great Leap — **Rogue Utility 2**

You leap a great distance without a running start.

At-Will ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Athletics.
Effect: You make an Athletics check to jump. You are considered to have a running start, and the distance of the jump isn't limited by your speed.

Master of Deceit

Lies come easily to you. You can spin a believable tale without even thinking. If you falter, you can correct the misstep and press on without arousing any suspicion.

Master of Deceit — **Rogue Utility 2**

The line between truth and deception is thin, and you cross it with ease.

Encounter ✦ Martial
Free Action **Personal**
Prerequisite: You must have training in Bluff.
Trigger: You make a Bluff check and dislike the result.
Effect: You reroll the Bluff check and must use the second result.

Quick Fingers

You have a light touch. While walking through a marketplace, you can lift a bauble or a trinket, filch a purse, or palm a coin left on a table without drawing any attention to yourself. *Quick fingers* lets you snatch an object using the slightest movement.

Quick Fingers — **Rogue Utility 2**

You can pilfer a coin pouch in the blink of an eye.

Encounter ✦ Martial
Minor Action **Personal**
Prerequisite: You must have training in Thievery.
Effect: You make a Thievery check as part of this action, even if the check is normally a standard action.

Tumble

When you were a child, the games you played allowed you to use your superior acrobatic ability. Now that same combination of balance and speed lets you evade foes without leaving yourself open to attack.

Tumble — **Rogue Utility 2**

You dodge and tumble past your foes with such speed and precision that they are unable to react.

Encounter ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Acrobatics.
Effect: You shift up to your speed.

Level 3: Encounter Power

Your experiences in combat help you learn new ways to use your abilities.

Benefit: You gain a new rogue encounter attack power of your level or lower.

Bait and Switch

Every con game depends on getting the mark to trust you. This is called baiting the hook. Once the enemy bites, it might realize its mistake, but that's too late. *Bait and switch* suckers an enemy into leaving itself open. If it falls for your ruse, you can strike and slip around it.

Bait and Switch — **Rogue Attack 3**

You strike and weave, causing your foe to lurch forward and allowing you to move to where it was standing.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Will
Hit: 2[W] + Dexterity modifier damage. In addition, you swap places with the target, sliding it 1 square and shifting 1 square. You can then shift 1 square.
Artful Dodger: The distance of the second shift can be up to your Charisma modifier.

Setup Strike

You create your own opportunities. There's no need for subtlety when a solid strike can ready you for your next attack. *Setup strike* paves the way for Sneak Attack when you can't gain combat advantage in some other way.

Setup Strike — **Rogue Attack 3**

You land a calculated blow that causes your enemy to drop its guard, leaving it vulnerable to subsequent attacks.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage to you until the end of your next turn.

Topple Over

An enemy on the ground is an enemy you can kill. You know just where to smash into your enemy to knock it to the ground. While it's there, your allies can pile on the attacks to keep the foe from ever rising again.

Topple Over — **Rogue Attack 3**

Balance and momentum are your allies as you lunge forward, strike deftly, and knock your opponent to the ground.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Brutal Scoundrel: You gain a bonus to the attack roll equal to your Strength modifier.
Hit: 1[W] + Dexterity modifier damage, and you knock the target prone.

Trickster's Blade

Defeating expectations is crucial to surviving an encounter. After landing a solid strike, you can mislead your enemies through feints and half-steps so that they have no idea where you will be from one moment to the next.

Trickster's Blade — **Rogue Attack 3**

You land an expert blow and follow up with a clever series of feints that bewilder your enemies.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and you gain a bonus to AC equal to your Charisma modifier until the start of your next turn.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Power

Experience and continued training make you ever more formidable. You become even better at knowing where you can attack to deliver the most damage, as evidenced by the new daily power you learn.

Benefit: You gain a new rogue daily attack power of your level or lower.

Clever Riposte

When faced with an aggressive enemy, you can drop into a defensive posture to make it pay for each attack it makes. *Clever riposte* is good insurance for when you face a tough enemy alone. It can buy you enough time for reinforcements to arrive.

Clever Riposte — **Rogue Attack 5**

You follow up a fierce attack with a series of quick, painful strikes woven between your enemy's attacks.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Effect: Until the end of the encounter, the target takes damage equal to your Dexterity modifier immediately after attacking you, and you can shift 1 square as an immediate reaction after such an attack.

Deep Cut

This exploit reveals your ever-growing understanding of anatomy. When you use *deep cut*, you plant your weapon in an enemy's most vulnerable spot. Then, when you wrench the blade free, it's just a matter of time before your foe bleeds out.

Deep Cut — **Rogue Attack 5**

You strike your enemy, delivering a deep, bleeding wound.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier damage, and ongoing damage equal to 5 + your Strength modifier (save ends).
Miss: Half damage.

Walking Wounded

You reward an enemy's persistence with a grievous wound. One strike to a vital area is all it takes to send the foe to the ground. If the target regains its feet and tries to run, it sprawls to the ground once more.

Walking Wounded — **Rogue Attack 5**

You topple your enemy with a crippling blow, leaving it to stumble around the battlefield.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier damage, and you knock the target prone. Until the end of the encounter, if the target moves more than half its speed with a single action on its turn, it falls prone at the end of the move.
Miss: Half damage.

Level 6: Utility Power

You develop new tricks and techniques for using your talents in innovative ways.

Benefit: You gain a new rogue utility power of your level or lower.

Chameleon

All scoundrels know the value of secrecy. Stealth is crucial to moving into position and springing an ambush. You, however, recognize that no hiding place is ever secure, so you find ways to make yourself inconspicuous and avoid detection even if your position becomes compromised.

Chameleon — **Rogue Utility 6**

You blend into your surroundings.

At-Will ✦ Martial
Immediate Interrupt **Personal**
Prerequisite: You must have training in Stealth.
Trigger: You are hidden and lose cover or concealment against an enemy.
Effect: You make a Stealth check. If your check beats the triggering enemy's passive Perception, you remain hidden from it, and until the end of your next turn you can remain hidden from it without needing any cover or concealment.

Ignoble Escape

Getting pinned down is a sure route to an early grave. You, however, have little to fear from being cornered. You can slip free from even the tightest situations.

Ignoble Escape — **Rogue Utility 6**

With nimble ease, you sidestep one perilous situation after another, ignoring any who challenge you.

Encounter ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Acrobatics.
Effect: If you are marked, that condition ends on you. You can shift up to your speed.

Mob Mentality

You know every trick in the book for defrauding folks, and when it comes time to make a case, your allies look to you for inspiration. A little threatening and a little convincing help them find their way in even the thorniest negotiations.

Mob Mentality — **Rogue Utility 6**

When it comes to lying, cajoling, or persuading others, your allies follow your lead.

Encounter ✦ Martial
Standard Action **Close** burst 10
Prerequisite: You must have training in Intimidate.
Target: You and each ally in the burst
Effect: Each target gains a +2 power bonus to Charisma-based skill checks and ability checks until the end of your next turn.

Nimble Climb Other characters might limit their movement to the floor of the battlefield, but you set your sights higher. Through innate skill and rigorous training, you have learned to climb with as much ease as you can walk. Enemies that think they have you cornered are stuck watching as you quickly scramble out of reach.

Nimble Climb — Rogue Utility 6

You climb surfaces with astounding ease.

At-Will ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Athletics.
Effect: You make an Athletics check to climb. If the check succeeds, you gain a +4 power bonus to your speed while climbing during this move.

Slippery Mind You can worm your way out of any situation with a combination of fast talk and outright lies. When an enemy tries to invade your thoughts, you bring to bear your quick wits and confusing banter to protect your mind.

Slippery Mind — Rogue Utility 6

You cloud your mind with vague thoughts that shield you against a sudden mental attack.

Encounter ✦ Martial
Immediate Interrupt **Personal**
Prerequisite: You must have training in Bluff.
Trigger: You are hit by an attack against your Will.
Effect: You gain a +2 power bonus to Will against the triggering attack.

Level 7: Encounter Power

You have become quite adept at creating chances to slip your blade or bolt into an unsuspecting foe.

Benefit: You gain a new rogue encounter attack power of your level or lower.

Cloud of Steel You seem to move with impossible speed, hurling every weapon and piece of ammunition you have against your foes. *Cloud of steel* doesn't deliver a lot of damage, but it does cover a large area, making it a handy option when you're faced with a slew of minions.

Cloud of Steel — Rogue Attack 7

You shower your enemies with a host of projectiles.

Encounter ✦ Martial, Weapon
Standard Action **Close** blast 5
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Target: Each enemy you can see in the blast
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.

Imperiling Strike Precision and force in equal measures can undo an enemy's defenses in short order. With this power, you surprise your opponent with a painful strike that leaves it unprepared to face incoming attacks from your allies, at least for a short while.

Imperiling Strike — Rogue Attack 7

You deal a staggering blow to your foe, opening a hole in its defenses.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 1[W] + Dexterity modifier damage, and the target takes a -1 penalty to AC and Reflex until the end of your next turn.
Brutal Scoundrel: The penalty to AC and Reflex equals your Strength modifier.

Rogue's Luck The methods that rogues employ on the battlefield are anything but honorable, leading many fighters and cavaliers to question the talent most people ascribe to these shifty characters. Luck, in their critics' eyes, plays as much into their attacks as skill does. *Rogue's luck* bears this opinion out, enabling you to turn a miss into a grazing hit.

Rogue's Luck — Rogue Attack 7

You turn a failed initial attack into a successful counterattack.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Miss: Make the secondary attack against the target.
Secondary Attack
Attack: Dexterity vs. AC
Artful Dodger: You gain a bonus to the attack roll equal to your Charisma modifier.
Hit: 1[W] + Dexterity modifier damage.

Sand in the Eyes

It might not be fair, but *sand in the eyes* is effective in distracting an enemy long enough for you to put a knife in its gut. You momentarily rob the enemy of its sight and thus expose it to serious danger.

Sand in the Eyes — Rogue Attack 7

You scoop up a handful of sand or dirt or pebbles, strike your foe, and throw the grit in its face to blind it.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 1[W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Power

Nearing the end of the heroic tier, you develop a new exploit designed to take an enemy out quickly.

Benefit: You gain a new rogue daily attack power of your level or lower.

Crimson Edge

This power takes its name from the bleeding injury it imparts. You slash at an enemy in a vital area and let the bleeding drain away your foe's health and resolve.

Crimson Edge — Rogue Attack 9

You deal your enemy a vicious wound that continues to bleed, and then wait for your opportunity as it weakens.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage to you and takes ongoing damage equal to 5 + your Strength modifier (save ends both).
Miss: Half damage.

Deadly Positioning

You know just the right words to goad an enemy into rash action. With this power, you elevate your taunts to an art form, picking apart the target's performance and driving it mad with anger.

Deadly Positioning — Rogue Attack 9

You adroitly outmaneuver your enemy, baiting it with every stride and strike.

Daily ✦ Martial, Weapon
Standard Action **Melee** 1
Requirement: You must be wielding a light blade.
Target: One creature
Attack: You slide the target up to 3 squares to a different square adjacent to you, and then make a Dexterity vs. AC attack against it.
Hit: 3[W] + Dexterity modifier damage.
Effect: Until the end of the encounter, when you are adjacent to the target, you can slide the target 1 square before making a melee attack against it.

Knockout

A well-placed strike in a vulnerable spot can knock a foe senseless. You lure the enemy into maneuvering in such a way that you can deliver the blow that brings its aggression to a quick end.

Knockout — Rogue Attack 9

A well-placed blow takes your foe out of the fight.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 2[W] + Dexterity modifier damage, and the target falls unconscious (save ends). If the unconscious target takes any damage, this unconsciousness ends.
Miss: Half damage, and the target is dazed until the end of your next turn.

Level 10: Utility Power

In rising through the heroic tier, you have discovered a variety of ways to use your skill training. Now you add one more to the stable of tricks you can spring on your foes.

Benefit: You gain a new rogue utility power of your level or lower.

Certain Freedom

The last place any scoundrel wants to be is in a monster's grip. Through a combination of luck and determination, you find a way to slip free.

Certain Freedom — Rogue Utility 10

You are as slippery as an eel.

Daily ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Acrobatics.
Effect: You automatically succeed on an Acrobatics check to escape from a grab or from restraints.

Close Quarters

A technique popularized by halflings, *close quarters* lets you get under an enemy's feet, staying just out of sight and underfoot, from where you can strike with impunity. Have caution, though, since staying out of sight means following the enemy wherever it goes. A clever opponent will use your cunning against you by leading you into greater danger.

A half-elf rogue delivers a grievous wound

Close Quarters — Rogue Utility 10

You take cover beneath a much larger creature, making it harder for the creature to hit you.

Daily ✦ Martial
Move Action **Melee** 1
Prerequisite: You must have training in Acrobatics.
Target: One Large or larger creature that is larger than you
Effect: You move 1 square into the target's space, provoking opportunity attacks as normal. While there, you have combat advantage against it, and it takes a –4 penalty to attack rolls against you. When the target moves, you move with it, staying in the same portion of its space. The target can take a standard action to make a Strength or a Dexterity vs. Reflex attack against you, without the –4 penalty. On a hit, the target slides you 1 square into an adjacent square, and this effect ends.

Dangerous Theft You had hoped to avoid the fight, to slip in and snatch the jewel from the idol's eye socket before anyone was the wiser. Now a cultist has the jewel and the guards to back him up. One quick swipe is all you need, and then you get the Nine Hells out of there.

Dangerous Theft — Rogue Utility 10

You boldly snatch an item from an enemy.

Encounter ✦ Martial
Free Action **Personal**
Prerequisite: You must have training in Thievery.
Effect: On your next action, ignore the -10 penalty when you make a Thievery check to pick a pocket during combat.

Shadow Stride Your innate understanding of stealth tactics enables you to accurately judge the best moment to move. While your enemies are distracted, you dash from hiding place to hiding place with no fear of being seen.

Shadow Stride — Rogue Utility 10

You silently step from shadow to shadow, slipping past your foes unseen and unheard.

At-Will ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Stealth.
Requirement: You must be hidden.
Effect: Make a Stealth check and then move up to your speed to a square where you have cover or concealment. You take no penalty to the check if you move more than 2 squares. Unless the check fails to beat an enemy's passive Perception, you remain hidden during the move, even if you have no cover or concealment during it.

Paragon Scoundrel

By the time you enter the paragon tier, the escapades that thrilled you earlier in your career are now routine. Thus, you set your sights on greater prizes and more dangerous adventures.

At 11th level, you choose a paragon path (see pages 25–29 for a selection of rogue paragon paths).

SCOUNDREL PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	–	Encounter power
47,000	14	+1	Ability score increase
57,000	15	–	Daily power
69,000	16	+1	Utility power Paragon path feature
83,000	17	–	Encounter power
99,000	18	+1	Ability score increase
119,000	19	–	Daily power
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path.

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

Level 13: Encounter Power

As you embark on new journeys, you realize your old tricks might not be equal to the dangers ahead. You develop a new attack to keep your enemies guessing.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Fool's Opportunity

Your taunts and jibes provoke an enemy to rash action. It roars as it lashes out at you, but it fumbles the delivery and strikes itself. Any brute, especially a dim-witted one, makes a good target for this attack.

Fool's Opportunity — **Rogue Attack 13**

You bait your foe into attacking you and then turn its blow back against it.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Will
Hit: The target hits itself with its melee basic attack. (If you have combat advantage against the target and your Sneak Attack isn't expended, you can use Sneak Attack against the target.)

Stunning Strike

Patience provides its own reward. When you hit an enemy with *stunning strike*, you inflict incredible pain with only a small injury. A stunned opponent can't respond to your attacks or those of your enemies, so use this power when several allies can heap on the punishment.

Stunning Strike — **Rogue Attack 13**

A well-timed attack leaves your enemy flailing helplessly for a few critical seconds.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage, and the target is stunned until the end of your next turn.

Tornado Strike

With this power, you lash out at enemies around you, driving them off and thus creating an opening for you to slip away and reach a better position.

Tornado Strike — **Rogue Attack 13**

Your weapon becomes a blur as you make swift, sweeping attacks against a pair of foes that moves them out of position.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One or two creatures
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and you slide the target up to 2 squares.
Artful Dodger: The distance of the slide can be up to 1 + your Charisma modifier.
Effect: After the attack, you move up to 3 squares.

Unbalancing Attack This potent exploit is best used against an enemy adjacent to one of your allies, such as a fighter or a ranger. If the enemy tries to stumble away from you, it risks being tripped and knocked to the ground by your opportunity attack.

Unbalancing Attack — Rogue Attack 13

Ducking and weaving, you land a decisive blow that staggers your foe and sets it up for a tripping attack.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage, and the target cannot shift until the end of your next turn. If the target provokes an opportunity attack from you before the start of your next turn, you gain a bonus to the attack roll and damage roll of the opportunity attack equal to your Strength modifier, and you knock the target prone on a hit.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Power

Your growing combat ability demonstrates the depth of your talent.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Bloody Path By running through the midst of your enemies, you draw their attacks, but instead of striking true, the enemies fumble their attacks and leave themselves more injured than they were before you moved.

Bloody Path — Rogue Attack 15

You dash across the battlefield, leaving bewildered and bleeding enemies in your wake.

Daily ✦ Martial
Standard Action **Personal**
Effect: You move up to your speed. Any enemy that can make an opportunity attack against you as a result of this movement must do so, but it makes the opportunity attack against itself instead of against you.

Garrote Grip This power enables you to catch a foe in a death grip using your weapon. As you tighten your grip, you start to suffocate the enemy until it finally falls unconscious. When used against a creature that doesn't need to breathe, you can achieve the same results by targeting a different vital area.

Garrote Grip — Rogue Attack 15

You put your foe into a hold that will soon take it out of the fight.

Daily ✦ Martial, Reliable, Weapon
Standard Action (Special) **Melee** weapon
Requirement: You must be wielding a light blade and have a hand free.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier damage, and you grab the target until the end of your next turn. Until the grab ends, you have partial cover, and any melee attack or ranged attack that misses you hits the target instead.
Sustain Minor: The grab persists until the end of your next turn. The third time you sustain the grab, the target falls unconscious. If the unconscious target takes any damage, the unconsciousness ends.
Special: You can use this power as a minor action if you are grabbing a creature, and you automatically hit that creature.

Slaying Strike In the perfect finishing move against an injured enemy, you lash out with a deadly strike to send the foe to death's embrace. *Slaying strike* is most effective against a bloodied foe, so you should try to use this power late in a battle.

Slaying Strike — Rogue Attack 15

You look for an enemy near death, and then deliver a swift strike that will quickly end it.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC. If the target is bloodied, you can score a critical hit on a roll of 17–20.
Hit: 3[W] + Dexterity modifier damage, or 5[W] + Dexterity modifier + Strength modifier damage if the target is bloodied.
Miss: Half damage.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Power

You \ innovate as you rise in level, finding new ways to apply your training.

Benefit: You gain a new rogue utility power of your level or lower.

Foil the Lock

A locked door can mean the difference between escape and death. When haste is crucial, you can pop a lock with one quick tap.

Foil the Lock — **Rogue Utility 16**

You tug on a lock a certain way, and just like that, it snaps open.

Daily ✦ Martial
Minor Action **Personal**
Prerequisite: You must have training in Thievery.
Effect: On your next action, you gain a +10 power bonus when you make a Thievery check to open a lock. If the check succeeds, the lock opens at once.

Hide in Plain Sight

Finding a hiding place isn't hard. Keeping it is. *Hide in plain sight* lets you maintain your hidden position and strike without fear of revealing yourself. So long as you remain in place, no one can see you.

Hide in Plain Sight — **Rogue Utility 16**

You hide unseen in the midst of the battle, striking like a wraith.

Encounter ✦ Martial
Minor Action **Personal**
Prerequisite: You must have training in Stealth.
Requirement: You must be hidden.
Effect: You are invisible until you leave your current space. No other action that you perform makes you visible.

Leaping Dodge

You lack the armor and durability to take too many hits. When an enemy closes in for the kill, you can spring away before the attack lands. If you get out of the enemy's reach, you foil its attack.

Leaping Dodge — **Rogue Utility 16**

You leap out of harm's way just in time to avoid an attack.

Encounter ✦ Martial
Immediate Interrupt **Personal**
Prerequisite: You must have training in Athletics.
Trigger: An enemy targets you with an attack.
Effect: You jump, making an Athletics check with a +5 power bonus.

Raise the Stakes

In every battle, you gauge the risk by examining the reward. If the reward is high enough, sometimes the risk is worth taking. *Raise the stakes* ensures that your attacks deliver the most damage in exchange for exposing yourself to greater danger.

Raise the Stakes — **Rogue Utility 16**

You focus on bringing your foe down quickly at the expense of your own safety.

Daily ✦ Martial
Minor Action **Personal**
Prerequisite: You must have training in Bluff.
Effect: Until the end of your next turn, you can score a critical hit on a roll of 17–20, and any attack against you can score a critical hit on a roll of 19–20.

Level 17: Encounter Power

You leave behind a trusted exploit to learn another of greater use to you.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Dragon Tail Strike

Like the monster for which this power is named, your first attack is but a prelude to the attack you hold in reserve. If the enemy seeks retribution, you can lash out to make it pay for its error.

Dragon Tail Strike — Rogue Attack 17

First you set them up, and then you knock them down.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 3[W] + Dexterity modifier damage. If the target hits or misses you with an attack before the start of your next turn, you can repeat the attack against it as an immediate interrupt, dealing 2[W] + Dexterity modifier damage on a hit.
Brutal Scoundrel: You gain a bonus to the attack roll of the immediate interrupt. The bonus equals your Strength modifier.

Hounding Strike

Even witty and charming scoundrels have limits to what they can endure. When you use this power, you set aside your banter, give into your anger, and make an aggressive attack that takes your enemy aback.

Hounding Strike — Rogue Attack 17

You deliver a ferocious strike that puts doubt into enemy of its chances of living.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Will
Hit: 3[W] + Dexterity modifier damage. Until the end of your next turn, you have combat advantage against the target and gain a +1 power bonus to all defenses against its attacks.
Artful Dodger: The power bonus equals your Charisma modifier.

Stab and Grab

This exploit can turn an enemy into a useful bargaining chip in a negotiation. Keeping the foe close and threatening harm to it might make its allies think twice before pressing their attack. At the same time, keeping a foe locked down and in a position where it can be flanked can be a huge asset in eliminating this target.

Stab and Grab — Rogue Attack 17

You grab your foe with one hand and deliver a quick, deadly jab with the other.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade and have a hand free.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 3[W] + Dexterity modifier damage, and you grab the target until the end of your next turn. If you already have the target grabbed, it is restrained until the grab ends (it can still try to escape).
Sustain Minor: The grab persists until the end of your next turn.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Power

At the heights of the paragon tier, your exploits push against the bounds of what should be possible.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Feinting Flurry

Your banter combined with distracting movements can leave an enemy exposed to your future attacks. *Feinting flurry* delivers a powerful strike that strips away your opponent's defenses for as long as you keep your focus on confusing it.

Feinting Flurry — Rogue Attack 19

A series of clever feints throws your foe off its game and makes it an easy target.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Will
Hit: 5[W] + Dexterity modifier damage.
Effect: Until the end of your next turn, the target takes a penalty to all defenses against your attacks. The penalty equals your Charisma modifier.
Sustain Minor: The penalty persists until the end of your next turn.

Flying Foe Use this power when you can't otherwise shake an enemy. A hit teaches the foe what it gets when it attacks you. Whether you connect or not, you give the foe a good shove to send it flying back into a wall or some other obstacle.

Flying Foe — Rogue Attack 19

As soon as your foe is off-balance, you deliver a powerful strike, then easily shove it where you want it to go.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 4[W] + Dexterity modifier damage, and you slide the target a number of squares up to your Strength modifier. If you end the slide with the target adjacent to one or more objects or creatures, you can cause both the target and one of those objects or creatures to take 10 damage.
Miss: Half damage, and you slide the target a number of squares up to your Strength modifier.

Snake's Retreat You have nothing to fear from making a bold strike, because once you attack, you can stay one step ahead of your enemy. *Snake's retreat* is best used against enemies that have few or no ranged attacks. This way, if the enemy tries to get close, you can slither out of range.

Snake's Retreat — Rogue Attack 19

After striking boldly, you thwart your foe by shifting away just as it's about to attack you.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 6[W] + Dexterity modifier damage.
Effect: The target is frustrated by you (save ends). Until this effect ends, you can shift 1 square as an immediate interrupt when the target makes a melee or a ranged attack against you.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

Epic Scoundrel

During your ascent to the epic tier, your name has become known across the planes. The mere mention of you is enough to set demon lords on edge and prompt deities to check their defenses. Still, your reputation is nowhere near the heights it might attain as you work toward the fulfillment of your destiny.

When your rogue reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

SCOUNDREL EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility power
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily power
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily power
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with a feature that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Power

Those who witness your stunts could swear you use magic, because what you do should not be possible for any mortal.

Benefit: You gain a new rogue utility power of your level or lower.

Cloud Jump

You hurl yourself through the air, kicking your feet to give you the momentum you need to reach an incredible distance. If you need to reach a distant enemy, you can jump to its side in one bound.

Cloud Jump — **Rogue Utility 22**

You leap a phenomenal distance.

Encounter ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Athletics.
Effect: You make two consecutive Athletics checks to jump, with a +5 power bonus to each check. You don't have to land between the jumps, and the distance jumped isn't limited by your speed.

Dazzling Acrobatics

Nothing can stop you from escaping when you put your mind to it. You can speed through your enemies, bounding over their heads and ducking under their attacks, scrambling up any surface, all in one fluid motion.

Dazzling Acrobatics — **Rogue Utility 22**

With quick leaps and bold spins, you slip away from a foe's attack.

Encounter ✦ Martial
Move Action **Personal**
Prerequisite: You must have training in Acrobatics.
Effect: You shift up to twice your speed. During the shift, you gain a +4 bonus to AC and can climb at full speed.

Hide from the Light

A mixture of body movements, misdirection, and pure luck lets you move without being seen. To retain your invisibility, you must move slowly and not make any flashy attacks. Patience then can keep an enemy from detecting you.

Hide from the Light — **Rogue Utility 22**

Until you choose to burst into action, you can move around the battlefield unseen.

Daily ✦ Martial
Minor Action **Personal**
Prerequisite: You must have training in Stealth.
Requirement: You must be hidden.
Effect: You are invisible until the end of the encounter. The invisibility ends if you move more than 2 squares during your turn or make any attack other than a basic attack or an at-will attack.

Level 23: Encounter Power

You abandon the last of your exploits learned in the heroic tier and master a new attack worthy of the enemies you now face.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Knave's Gambit

With this power, you step in to make a vicious attack. If your weapon goes wide and misses the target, you still unsettle the foe enough that it lashes out wildly in response, perhaps striking another enemy. To make this power work its best, be sure to use it against a target that's adjacent to another enemy.

Knave's Gambit — **Rogue Attack 23**

You use superior positioning to make a decisive attack that assures a nasty wound to your foe, or that its counterattack strikes one of its allies rather than you.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage.
Miss: The target must take a free action to make a melee basic attack against an enemy of yours that is adjacent to it. You choose the enemy.
Artful Dodger: The target gains a bonus to the attack roll and the damage roll. The bonus equals your Charisma modifier.

Scorpion Strike

This power enables you to slip in and stab an enemy in conjunction with an ally's attack. Having the Brutal Scoundrel class feature helps you realize this power's full benefit, because you get to withdraw from the injured opponent before it can react.

Scorpion Strike **Rogue Attack 23**

One of your allies deals a timely blow to your enemy, and like a scorpion, you take advantage of the opening to strike.

Encounter ✦ Martial, Weapon
Immediate Reaction **Melee** 1
Trigger: An ally damages a creature adjacent to you.
Requirement: You must be wielding a light blade.
Target: The creature damaged
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage.
Brutal Scoundrel: Whether or not the attack hits, you shift a number of squares up to your Strength modifier.

Steel Entrapment

Building on techniques from earlier in your career, you can draw and hurl your weapons so quickly that you can pin your enemies in place where each blade or bolt falls, thus making sure they can't pursue you right away.

Steel Entrapment **Rogue Attack 23**

A few quick, well-aimed attacks momentarily pin your foes in place.

Encounter ✦ Martial, Weapon
Standard Action **Close** blast 5
Requirement: You must be wielding a crossbow, a light thrown weapon, or a sling.
Target: Each enemy you can see in the blast
Attack: Dexterity vs. Fortitude
Hit: 3[W] + Dexterity modifier damage, and the target is immobilized until the end of your next turn.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.

Level 25: Daily Power

Your most powerful attacks grow in effectiveness as you take old techniques, make improvements, and put them to new use.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Biting Assault

You can quickly assess your enemies' vulnerabilities and target them with your attacks. *Biting assault* lands a strike so vicious that it drains the target's vitality and strength until it can stanch the flow.

Biting Assault **Rogue Attack 25**

You strike with deadly ferocity, hitting your foe in places that will hinder it and cause the greatest pain.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 3[W] + Dexterity modifier damage, and the target is weakened and takes ongoing 10 damage (save ends both).
Miss: Half damage, and ongoing 10 damage (save ends).

Ghost on the Wind

This exploit is another example of how you bend reality to suit your purposes. No mortal can vanish in plain sight—yet this power lets you make one wicked strike and then vanish. Even if you miss, you seem to flow around your foe, leaving it less able to protect itself against your next attack.

Ghost on the Wind — **Rogue Attack 25**

You vanish from your foe's sight, only to appear out of nowhere and strike a devastating blow.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. Will
Hit: 6[W] + Dexterity modifier damage, and you have combat advantage against the target until the end of your next turn. You become invisible, and you shift up to 5 squares to a square adjacent to the target. You reappear at the start of your next turn.
Miss: Half damage, and you have combat advantage against the target until the end of your next turn. You can shift 1 square to a square adjacent to the target.

Hamstring

One savage slash is all it takes to shut down an enemy's movement and subject it to a nasty, bleeding wound. *Hamstring* is a great power to use against highly mobile enemies.

Hamstring — **Rogue Attack 25**

You hobble your opponent with a ruthless slash across the legs, leaving it barely able to walk.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage, and the target is slowed and takes ongoing 10 damage (save ends both).
Miss: Half damage, and the target is slowed and takes ongoing 5 damage (save ends both).

Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

You trade a lesser power for a more powerful exploit to help you move closer to the destiny you have worked so hard to attain.

Benefit: You can gain a new rogue encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Dance of Death

When you use *dance of death*, you explode into motion, slashing and stabbing in all directions, confusing your enemies with your unpredictable attacks. So befuddled are the enemies you hit that their own attacks against you miss and slam into their allies.

Dance of Death — **Rogue Attack 27**

You duck and dodge your enemies' attacks, striking as opportunity allows while expertly deflecting attacks made against you.

Encounter ✦ Martial, Weapon
Standard Action **Close** burst 1
Requirement: You must be wielding a light blade.
Target: Each enemy you can see in the burst
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage. If the target makes a melee attack against you before the end of your next turn, you can have it attack another creature of your choice, including itself, instead of you.
Artful Dodger: The target gains a bonus to the attack roll equal to your Charisma modifier.

Hurricane of Blood

You throw caution to the wind and drive your weapon into your enemy again and again, dimpling its body with crimson flowers from your myriad attacks.

Hurricane of Blood — **Rogue Attack 27**

You stab and slash your foe mercilessly, getting in close so your enemy has a hard time avoiding your attacks.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Target: One creature
Attack: Dexterity vs. AC
Brutal Scoundrel: You gain a bonus to the attack roll equal to your Strength modifier.
Hit: 5[W] + Dexterity modifier damage.

Perfect Strike

Before you use this exploit, you take a moment to line up your attack, seeking the most vulnerable spot on your foe. When you attack, your enemy must rely on its armor, toughness, and agility to avoid your assault. The worse it stands up to your attack, the greater the suffering you inflict.

Perfect Strike — **Rogue Attack 27**

Watching your foe's movements, you time your attack perfectly, knowing exactly where and how to strike to do the most harm.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC, Fortitude, Reflex. You make one attack roll. If it hits at least one of the three defenses, the attack hits.
Hit: 4[W] + Dexterity modifier damage, or 5[W] + Dexterity modifier damage if the attack hits at least two defenses. If the attack hits all three defenses, the target is also stunned until the end of your next turn.

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Power

You are nearly through the epic tier. As a sign of your immense power, you develop an attack superior to anything you have used before.

Benefit: You can gain a new rogue daily attack power of your level or lower. If you do so, this new power must replace one of the daily attack powers you already have from your class (usually your lowest-level daily attack power).

Assassin's Point

One of the deadliest rogue exploits known, *assassin's point* lets you locate an enemy's heart. One thrust is often enough to kill your target. Against enemies that don't have beating hearts, you instead pinpoint the creature's most vital location.

Assassin's Point — **Rogue Attack 29**

You wait for the perfect moment to slay your foe, delivering a lethal strike when its defenses are down for but a moment.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 7[W] + Dexterity modifier damage.
Miss: Half damage.
Special: If you have combat advantage against the target, double any extra damage from Sneak Attack or a critical hit.

Immobilizing Strike

An enemy hit by *immobilizing strike* has more trouble in store, since it can't move away from you. Try as your enemy might, it just can't seem to make its legs work properly.

Immobilizing Strike **Rogue Attack 29**

With terrifying ease, you slash at your enemy's legs, leaving it whimpering in pain.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Fortitude
Hit: 5[W] + Dexterity modifier damage, and the target is immobilized (save ends).
Aftereffect: The target is slowed (save ends).
Miss: Half damage, and the target is slowed (save ends).
Effect: The target takes a –5 penalty to saving throws against this power's effects.

Moving Target

An incredibly frustrating power for your enemies, *moving target* thwarts an enemy's attack against you and redirects it to a creature you choose. This power depends on multiple enemies for it to work, so it's one you want to use while plenty of opponents remain on the battlefield.

Moving Target **Rogue Attack 29**

You direct an attack meant for you to another enemy.

Daily ✦ Martial
Immediate Interrupt **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Trigger: An enemy hits you with a melee or a ranged attack.
Target: The triggering enemy
Attack: Charisma vs. Will
Hit: The attack hits a creature of your choice within 2 squares of you, instead of hitting you.
Miss: The target's attack deals only half damage to you.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

Rogue Paragon Paths

As they undertake their ascent through the paragon tier, rogues find new new expressions for their ever-improving abilities. Rogue paragon paths reflect specific techniques such as assassination, weapon tricks, burglary, and infiltration.

Cat Burglar

Prerequisite: Rogue

As a master athlete, you become a rogue of a higher caliber who can surprise adversaries with unbelievable moves and amazing feats of physical stamina while remaining true to your roots as a thief or a scoundrel.

Level 11: Acrobatic Action

Though your agility and athleticism are always evident in your movements and maneuverability, when you push yourself you move with surprising quickness.

Benefit: When you spend an action point to take an extra action, you also gain an extra move action that you must use this turn.

Level 11: Body Control

You are the master of your body, and thus enemies have a hard time pushing you around. Whether physical might or magic would shove you back, you find a way to lessen its effect.

Benefit: Whenever you are affected by a pull, a push, or a slide, you can move 1 less square than the effect specifies.

Level 11: Cat Burglar's Gambit

Your physical prowess lets you move with great speed and agility, tumbling past an enemy, or twisting out from its grasp. With this exploit, you spring toward an enemy to strike, and then tumble away to set up your next attack.

Benefit: You gain the *cat burglar's gambit* power.

Cat Burglar's Gambit — Cat Burglar Attack 11

You spring into action, expertly strike, and then sidestep to position yourself for either certain glory or imminent doom.

Encounter ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a light blade.
Effect: You shift up to 3 squares before making the attack.
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage.
Effect: You shift up to 5 squares to a square adjacent to the target.

Level 12: Instant Escape

You can wriggle free from the tightest spots. No restraints can hold you, no enemy can grip you, and no magic can slow you down.

Benefit: You gain the *instant escape* power.

Instant Escape — Cat Burglar Utility 12

With supreme effort, you escape.

Encounter ✦ Martial
Immediate Reaction **Personal**
Trigger: An effect immobilizes, restrains, or slows you.
Effect: The triggering effect ends on you. You then shift up to 2 squares.

Level 16: Athletic Master

Constant physical training makes you constantly prepared for challenging terrain. You can climb, jump, and swim with unusual skill.

Benefit: Roll twice whenever you make an Athletics check. Use whichever result you prefer.

Level 20: Redirected Death

This exploit is so challenging to use that only someone in top physical shape could ever hope to pull it off. You react with astonishing speed, deflecting your foe's weapon and driving it into a different target. You let the attack's momentum carry you into a more advantageous position.

Benefit: You gain the *redirected death* power.

Redirected Death — Cat Burglar Attack 20

Your enemy strikes out against you, but with a slight move and a flourish of your own blade, you redirect the attack toward a different target.

Daily ✦ Martial, Weapon
Immediate Interrupt **Melee** weapon
Trigger: An enemy hits you with a melee attack, and it can reach another enemy of yours.
Requirement: You must be wielding a light blade.
Target: The triggering enemy
Attack: Dexterity vs. Reflex
Hit: The target's attack misses you and hits an enemy of your choice within range of the target's attack.
Miss: 2[W] + Dexterity modifier damage.
Effect: You can shift 1 square.

Daggermaster

Prerequisite: Rogue

You and your dagger become one as you master the intricacies of battling with the blade. You are an expert with the dagger, able to employ your weapon in ways that no lesser rogue can match.

Level 11: Critical Opportunity

You are not one to pass up an opportunity. This power lets you maximize your fortunate attack, turning what is an impressive strike into a killing one.

Benefit: You gain the *critical opportunity* power.

Critical Opportunity — Daggermaster Attack 11

Your first attack deals a critical wound, so you follow the attack with another strike.

Encounter ✦ Martial, Weapon
Minor Action **Melee** weapon
Requirement: You must be wielding a dagger and must have scored a critical hit with a dagger against an enemy during this turn.
Target: The enemy you critically hit
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage.

Level 11: Dagger Precision

When you are armed with a dagger, you can attack with superior accuracy, often landing blows every bit as deadly as those delivered by larger weapons.

Benefit: When you use a rogue or a daggermaster attack power with a dagger, the power can score a critical hit on a roll of 18–20.

Level 11: Daggermaster's Action

You can call upon a reserve of effort to turn a possible miss into a hit. You want to make sure no opportunity to hurt your foe is wasted.

Benefit: You can spend an action point to reroll an attack roll or a damage roll you make using a dagger, instead of taking an extra action.

Level 12: Meditation of the Blade

When the need is urgent, you can focus your dagger attacks so that they deliver even greater damage. Each strike you land leaves a ghastly wound.

Benefit: You gain the *meditation of the blade* power.

Meditation of the Blade — Daggermaster Utility 12

With a moment of concentration, you focus your will into the point of your blade.

Daily ✦ Martial
Minor Action **Personal**
Effect: Until the end of the encounter, your dagger's damage die increases by one size.

Level 16: Dagger Advantage

You are an expert at inflicting painful wounds with your daggers. One expert strike can leave your opponent gasping and exposed to the killing blow.

Benefit: When you score a critical hit with a dagger, the target grants combat advantage to you until the end of your next turn.

Level 20: Deep Dagger Wound

When you attain absolute mastery with the dagger, you learn to deliver a killing blow with a single strike. Even if the initial attack doesn't fell your target, the bleeding that follows is almost certain to finish it off.

Benefit: You gain the *deep dagger wound* power.

Deep Dagger Wound — Daggermaster Attack 20

Your dagger springs forward, plunging deep into your foe.

Daily ✦ Martial, Weapon
Standard Action **Melee** weapon
Requirement: You must be wielding a dagger.
Target: One creature
Attack: Dexterity vs. AC
Hit: 4[W] + Dexterity modifier damage, and ongoing 10 damage (save ends). On a critical hit, ongoing 20 damage (save ends).
Miss: 2[W] + Dexterity modifier damage.

Master Infiltrator

Prerequisite: Rogue

You are unmatched in your ability to get into and out of places unseen. Furthermore, you have the skills and training you need to handle any infiltration mission that comes your way, from spying and scouting to sniper attacks and assassinations.

Level 11: Distracting Wound

Your ability to make your way into guarded places depends on misdirection and subterfuge. *Distracting wound* represents one way you can keep an enemy guessing. This power is best used when you attack from hiding, since it lets you maintain combat advantage against the opponent even after you move away.

Benefit: You gain the *distracting wound* power.

Distracting Wound — Master Infiltrator Attack 11

You strike from the shadows, delivering a wound that distracts your foe and makes him drop his guard.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature granting combat advantage to you
Attack: Dexterity vs. AC
Hit: 2[W] + Dexterity modifier damage, and the target grants combat advantage until the end of your next turn.

Level 11: Infiltrator's Action

When the situation demands it, you can push yourself to move into a better position. Your extra effort grants you added mobility.

Benefit: When you spend an action point to take an extra action, you also gain an extra move action that you must use this turn.

Level 11: Skillful Infiltrator

To slip unseen into guarded places, you must develop techniques to help you overcome obstacles and avoid notice. You hone your talents to help you enter and move through even the most protected locations.

Benefit: You gain a +2 bonus to Acrobatics checks, Athletics checks, and Stealth checks.

Level 12: Impossible to Catch

You can use your environment to escape an enemy's notice. You might vanish into the shadows, duck behind another creature, or use cover to conceal your position, all to make yourself seemingly disappear.

Benefit: You gain the *impossible to catch* power.

Impossible to Catch — **Master Infiltrator Utility 12**

With practiced ease, you step into the shadows and disappear from view.

Encounter ✦ Martial
Minor Action **Personal**
Effect: You become invisible until the start of your next turn.

Level 16: Invisible Infiltrator

Although you are best at skulking about unseen, when the situation demands, you can strike quickly to dispatch your foe. When the enemy drops, you disappear once more.

Benefit: When you reduce a target that is your level or higher to 0 hit points or fewer, or when you score a critical hit against a target that is your level or higher, you become invisible until the end of your next turn.

Level 20: Painful Puncture

Whether you fight in hand-to-hand combat or are picking off a foe at a distance, you know where to strike to deliver a killing wound.

Benefit: You gain the *painful puncture* power.

Painful Puncture — **Master Infiltrator Attack 20**

Your weapon bites deep, leaving your enemy with a lingering wound.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. AC
Hit: 3[W] + Dexterity modifier damage, and ongoing 10 damage (save ends).
Miss: Half damage.

Shadow Assassin

Prerequisite: Rogue

You become a killing machine, striking from the shadows with deadly and bloody efficiency, and turning attacks against you into pain and suffering for your enemies. You believe in doing unto others before they can do unto you, and you know how to deliver punishment as only a striker can.

Level 11: Killer's Eye

Assassins rarely fight fair. Instead, they strike from hidden positions to catch their opponents off guard. This exploit helps you take advantage of an enemy's lack of awareness, particularly at the start of a battle.

Benefit: You gain the *killer's eye* power.

Killer's Eye — Shadow Assassin Attack 11

You strike with a killer's eye, seeking to take down your enemy as quickly and efficiently as possible.

Encounter ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One creature
Attack: Dexterity vs. Reflex
Hit: 2[W] + Dexterity modifier damage, or 3[W] + Dexterity modifier damage if the target hasn't taken any actions during the encounter.

Level 11: Shadow Assassin's Action

When the situation turns against you, you can push yourself to strike with uncanny accuracy, attempting to bring the foe down quickly.

Benefit: When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Level 11: Shadow Assassin's Riposte

You ensure that your enemies have few chances to fight back. When you evade a foe's attack, you can counter with a swift strike of your own.

Benefit: When an enemy adjacent to you misses you with a melee attack, you can take a free action to deal damage to that enemy. The damage equals your Dexterity modifier.

Level 12: Bad Idea, Friend

If your initial attack fails to bring down your target, there's still little hope for your foe. Each time it attacks you and misses, it faces your swift counterstrike. With this power, you drive home just how big a mistake your foe makes when it presses its attack.

Benefit: You gain the *bad idea, friend* power.

Bad Idea, Friend — Shadow Assassin Utility 12

The first time an enemy attacks you, that opponent discovers just how bad an idea that is.

Daily ✦ Martial
Immediate Interrupt **Personal**
Trigger: An adjacent enemy makes a melee attack against you for the first time during this encounter, and you are not granting combat advantage.
Effect: You gain a +10 power bonus to all defenses against the enemy's attack. If the attack misses, the enemy takes double your Shadow Assassin's Riposte damage.

Level 16: Bloody Evisceration

An injured enemy stands little chance against you. You know how to use your foe's pain to your advantage and can bring the enemy down in short order.

Benefit: Your Sneak Attack damage increases by 1d6 against a bloodied enemy.

Level 20: Final Blow

Your training culminates with *final blow*. If you strike true against an injured enemy, you can spring to another foe or get into position to deliver the killing strike.

Benefit: You gain the *final blow* power.

Final Blow — Shadow Assassin Attack 20

Your enemy is seriously wounded. This shot will finish it off.

Daily ✦ Martial, Weapon
Standard Action **Melee** or **Ranged** weapon
Requirement: You must be wielding a crossbow, a light blade, or a sling.
Target: One bloodied creature
Attack: Dexterity vs. Reflex
Hit: 5[W] + Dexterity modifier damage, and you shift a number of squares up to your Charisma modifier. You must end this shift adjacent to an enemy.
Miss: Half damage.

Addendum:

Updates in Brief

Rogue Class Updates

Player's Handbook

Name	Page	Change
Rogue Weapon Talent	117	Clarifies that the bonus is only for weapon attack rolls.
Blinding Barrage	119	Reduces the power's damage by 2[W], and updates the Miss entry to reflect that change.
Clever Riposte	120	Clarifies that the shift distance is 1 square.
Flying Foe	124	Updates the damage roll from sliding the target to a static value. Updates the Miss entry to include half damage.
Ghost on the Wind	125	The Hit entry now specifies the distance of the shift.
Acrobatic Action (Path Feature)	127	Clarifies that you must use the extra move action during the turn you spend the action point.
Cat Burglar's Gambit	127	The Effect entry now specifies the distance of the shift.
Instant Escape	127	Clarifies that only the triggering effect ends, not all such effects.
Meditation of the Blade	127	Removes the extraneous weapon keyword.
Infiltrator's Action (Path Feature)	128	Clarifies that you must use the extra move action during the turn you spend the action point.
Shadow Assassin's Riposte (Path Feature)	128	Clarifies that delivering the damage requires a free action.

Dragon Anniversary:

Return to the Nine Hells

By Rich Baker

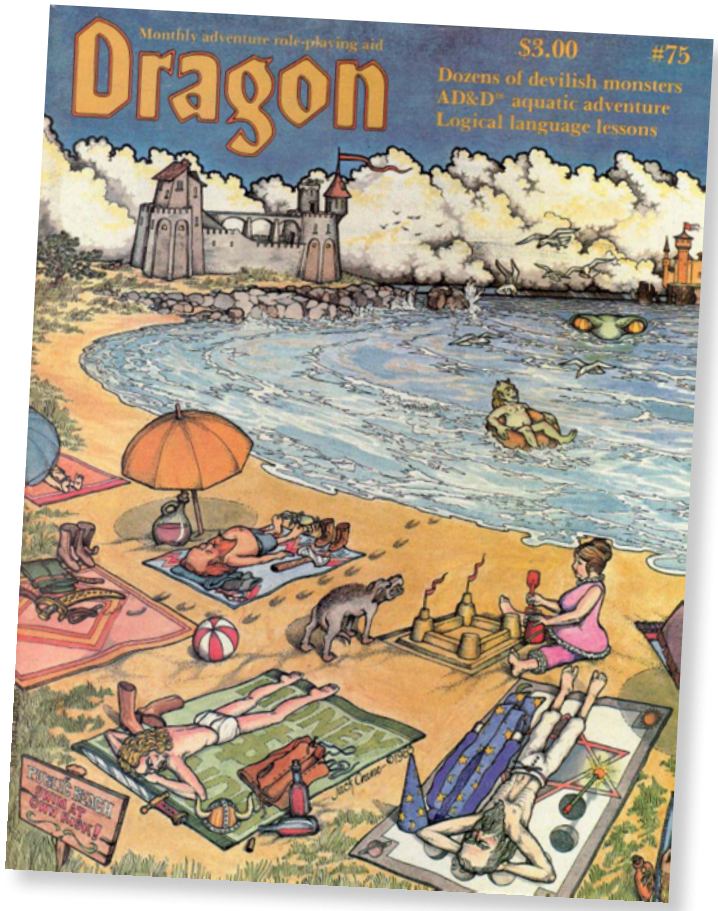
Illustrations by Jack Crane, Anne Stokes, Warren Mahy, Daarken, Carl Frank, Thomas M. Baxa, Eric Deschamps, and Dave Allsop

In 1983, Ed Greenwood laid out the D&D game's first great vision for extraplanar adventure in a two-part article appearing in *Dragon* issues 75 and 76. Before "The Nine Hells" articles, all that we knew about Hell in the world of Dungeons & Dragons is that it had nine levels and was home to the race of devils (and a few stray lawful evil gods). But in *Dragon* 75, Ed Greenwood took us all on an unforgettable tour, filled with vistas of infernal grandeur and dozens of the most fully realized villains to be found anywhere in the multiverse. It all began with a wonderful full-page illustration of two heroes standing over the smoking corpse of a barbed devil, and perhaps the biggest, boldest, and most purely epic call to action ever written for a D&D game: *I ride on the Hells tomorrow.*

"The Nine Hells" instantly multiplied the scope of every existing D&D campaign, adding vast new territories for ambitious heroes in any world to someday explore—if they dared. For the first time, Dungeon Masters gained a vocabulary and a set of imagery to describe what awaited characters who ventured into the Outer Planes. Unlike the brief, focused forays contained in adventures such as *Queen of the Demonweb Pits*, the Nine Hells were presented as the ultimate sandbox. Here's what's here, these are the challenges, these are the sights, these are the threats, and these are the great powers who rule over these majestic and terrible domains. Because of Ed Greenwood's "The Nine Hells," thousands of characters have slogged across the burning sands of Avernus, skulked through the iron streets of Dis, or battled for their lives in the frigid wastes of Stygia. The master villain of many an adventure waited for the heroes in some hellish retreat . . . or in fact turned out to be one of the arch-devils in person.

To this day, the layers of Avernus, Dis, Minauros, Phlegethos, Stygia, Malbolge, Maldomini, Cania, and Nessus remain the best known of all the outer planes. Ask any D&D player what the first layer of Acheron is like or what the names of the Seven Heavens are, and you'll probably get a blank stare. But every true D&D fan knows that you'll run into fireballs and spined devils on the plains of Avernus, that Geryon was once the lord of Stygia, and that gelugons—or ice devils—haunt Cania, the frigid eighth hell. These grim and terrifying domains belong to every D&D game. They comprise part of the common legends and lore players from all over the world can share and trade stories about. And it was Ed Greenwood's brilliant, evocative vision that brought the Nine Hells to your gaming table.

Thanks, Ed!



About the Author

Richard Baker is an award-winning game designer who has written numerous adventures and sourcebooks, including *Manual of the Planes*™, the *Dark Sun*® *Campaign Setting*, and the *D&D*® *Gamma World*™ *Roleplaying Game*. He's a New York Times bestselling author of Forgotten Realms novels such as *Condemnation*, the *Last Mythal* trilogy, and the *Blades of the Moonsea* series. Rich is currently the Design Manager for Dungeons & Dragons® at Wizards of the Coast.

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Dragon 75 and *Dragon* 76

The Nine Hells Parts 1 & 2

By Ed Greenwood

A devil . . . thought the adventurer. *Now there is a fitting foe!* Moreover, his lands would not be safe until it was no more, and so he set about tracking it.
And a little later . . . *There are more where that one came from*, he thought to himself, standing over its smoldering remains.

"They could well come again," he said aloud.

"Yes," agreed the paladin who had fought at his side. "You have joined an endless battle, my lord. But if you weary of fighting it here, amid that which you hold dear, then come with me—I ride on the hells tomorrow."

Devils and demons have always been favorite monsters in AD&D™ play, particularly with upper- and mid-level characters. As a DM, I have been reluctant to include devils until I had done some work on the Nine Hells—for the simple reason that player characters, once they are introduced to devils and find out facts about them, are sure to want to carry the fight to the enemy's home ground. I am basically kind and fair (what DM isn't?), and it goes against the grain not to allow characters to enter the hells after they've gone to some trouble and expense to secure the means to do so. Not permitting them to make the trip, when they deserve to be given the try, condemns the characters to endlessly be on the defensive when fighting devils. Far more so than (for instance) the chaotic layers of the Abyss, the environment of the Nine Hells demands that the DM do considerable preparation before play moves to that environment. There are gaps and uncertainties in available official information about the Hells. Briefly, this article will touch on some of these and explain the reasoning I have adopted; other DMs may well make different decisions. The treatment of the Nine Hells offered here leaves ample room for a DM to make the hells more as he or she sees them, and/or to include specific features therein for a particular adventure.

The very name of the styx devil (see the *Fiend Folio® Tome*, pp. 25–26) implies that the river Styx exists in some form in the Nine Hells of the AD&D multiverse, and we know (from the *Deities & Demigods™ Cyclopedia*) that the sahuagin deity, Sekolah, swims in the deepest part of the seas of the Nine Hells. Sekolah is a giant white shark that "hunts only the largest and fiercest of prey." The illustration in the *DDG* book suggests that a giant squid is part of such prey. Might Sekolah also hunt dragon turtles, or giant octopi? Or are there aquatic leviathans unique to the hells?

There are other details a DM must resolve, too: Gruumsh, Maglubiyet, Kurtulmak and some human deities (Set, for example) named in the *DDG* book are placed in the Nine Hells. Gruumsh and Maglubiyet are locked in unending battle with the armies they command, and these armies had best be geographically placed in relation to hell's nine planes. In issue 64 of *Dragon*® magazine, Mr. Gygax moves the first three deities (to Gehenna, Gehenna, and Acheron respectively), but it is unclear whether this change applies officially to the AD&D rules, or just to the World of Greyhawk™ campaign setting. Certainly, from a design standpoint, these deities are best removed, for if the archdevils themselves (see the *DDG* book) are merely lesser gods, how do they exist amicably with Set, a greater god who conceivably has the power to (lawful evil, remember?) rule them.

If any deities are to be allowed in the hells, the suggestion from here is that they be confined to the first (uppermost) plane, which can serve as a universal "doormat" area for visitors and non-devils, and a staging area both for any standing armies or defenders of the hells, and for foraging parties who are to leave the hells on various missions.

Most player-character invasions of the hells, too, would arrive on the first plane. It is, however, necessary for the DM at invasion time to know something of the other planes of hell, since from those planes will come the reactions to any such invasions. Here we depart from the official, and move into this writer's attempts to make the Nine Hells a playable environment.

Reality in the Realms

In the Realms (my campaign world), I have followed the idea of the shifts specified by Mr. Gygax in *Dragon* 64, removing all non-devil deities from the Nine Hells except for Sekolah. In the campaign pantheon there exists a greater god of lawful evil alignment (Bane, by name) who is worshipped by humans. The problem of how to deal with such a deity vis-à-vis the archdevils has been avoided by separating the two (the deity and the devils) entirely. Bane does not attempt to hinder or control Asmodeus or the other devils because they serve his purposes acting on their own, freeing Bane to do his work elsewhere. By

strictly avoiding the devils, Bane maintains an unwitting (?) but steadfast and quite powerful set of allies without fearing treachery from them, and without expending time and effort in the intrigues of training, organizing, or commanding infernal armies.

High-level clerics of Bane regard devils as a group of lawful evil beings who can be commanded into various services by the proper means, and who can be expected to act thus-and-so due to their lawful evil nature and the social organization of the hells, but who are self-interested and not willing servants of Bane or of the clerics. This is essentially no different from the way clerics of other deities regard the devils; the diabolical are never dealt with in safety and trust. To what extent Bane and the archdevils know of each other, or have contact, can remain vague—part of a DM's "design elbow room"—for now. (Bane is geographically separated from the Nine Hells, too—he is in Acheron.)

Using the rules

Various hints about the nature of the Nine Hells are found in the rules, such as the suggestion (by inference from the description of bone devils, and from the cold-related powers that Geryon and the bone devils possess) that Geryon's plane is a rather icy place. By gathering the information contained in the AD&D rulebooks, and embellishing these facts with information from literature, one can cobble together a geographical picture of the Nine Hells.

A vast number of writers have offered their own religious or primarily fantastic conceptions of the infernal regions (those lands of the dead that are linked with evil spirits and, usually, punishment of the souls of the dead). The chief sources of geographically detailed descriptions of the hells are listed here, for DMs who want to develop their own versions: Dante's *Inferno*; Homer's *Odyssey*, book XI; Virgil's *Aeneid*, book VI; Spenser's *Faerie Queene*, book II canto 7; Ariosto's *Orlando Furioso*, book XVII; Tasso's *Jerusalem Delivered*, book IV; Milton's *Paradise Lost;* Fenelon's *Telemaque*, book XVIII; and William Backford's fantasy romance *Vuthek*. Libraries are the best sources for the above books.

Also valuable are modern fantasy versions of the hells drawn from the original sources, such as *Inferno* by Larry Niven and Jerry Pournelle (a 1976 Pocket Books paperback, still in print). There are many other such examples in fantasy literature, and many comparable underworlds (those in Ursula LeGuin's *The Farthest Shore* and H.P. Lovecraft's *The Dream-Quest of Unknown Kadath* leap to mind) also to be found therein that will yield ideas of flora, fauna, and physical conditions to a DM creating his or her own version of the Nine Hells. What follows is my own *(unofficial)* conception.

Servants and vassals

Before plunging into a plane-by-plane description, a note regarding servant and vassal devils: These beings are useful in that they help to delay any direct intervention by archdevils in play, stretching out the fun and providing player characters with individual, significant foes of lesser power before bringing the "big guns" onstage. To characters (such as powerful clerics) in the Realms who are privy to such information, the role and descriptions of these servant devils is known to be as follows:

Some devils, even those of sufficient power to attain archdevil rank, see their safest position in the present infernal regime to be that of lieutenant to an archdevil. Their precise reasons for this attitude are known only to themselves, but it is thought that some prefer to maintain a low profile so that they can work "behind the scenes," and others prefer to act in the name of an archdevil, thereby disclaiming responsibility for their own actions.

A DM should bear in mind that there is certainly some degree of silent cooperation between these servant devils, who wish to avoid being openly set against each other (i.e., in combat) or against any archdevil. This cooperation must be obvious to the archdevils, who seem to tolerate it (Baalzebul the least), and some believe that Asmodeus quietly aids and encourages it, for it adds stability to the present status quo—in which he is on top. Fear and/or mindfulness of general strategy (ahead of short-term tactics) prevent most open rivalries between devils from escalating further than exchanges of nasty words and cruel pranks. A player character should *not* be able to play one devil against another like a Machiavelli might manipulate his courtiers; bear in mind that most devils are of reasonably high intelligence.

1. Avernus

The uppermost plane of the Nine Hells is ruled by Tiamat, the Chromatic Dragon, and serves as a home to all lesser unique devils. These are devils with individual names and characteristics, and powers of greater magnitude than those of a pit fiend (for all such unique devils of lesser power are soon destroyed by their enemies and the cruelty of their fellows), which are not otherwise placed in the hells as ruling archdevils or their direct servants.

There are approximately fifty of these lesser unique devils; embittered, frustrated beings who torment the lemures and spined devils of this plane and viciously attack all intruders. Chief among them is Nergal, who like all of his outcast fellows plots and schemes constantly to win a higher rank, but through hopes of reward always eagerly and enthusiastically obeys commands issued by the archdevils. Most such commands concern the defense of the hells against all intruders, for the dukes of hell have no wish to deal with intruders on their own ground—the plane or planes they rule—when such disorderly business can be conducted elsewhere. The uppermost plane of the hells thus serves as a marshalling area and training ground for infernal armies, and is (preferably to the devils) the place in which intruders are dealt with.

It is a plane of darkness, consisting of rocky crags and hillocks, a desolate wasteland of stunted,

poisonous vegetation and bare rock. Many concealed pits lined with filth-smeared stakes and the like have been prepared for intruders. Avernus has no roads or buildings, but many caves and warrens have been dug out of the rocks; most are devils' homes, as unwary travelers seeking shelter will soon learn.

At irregular intervals the darkness is lit by fireballs (as in the spell, varying in size and damage from 2d6 to 7d6) that form spontaneously from the vapors of the air, bursting at any height above the ground. If one should notice a glowing, swirling effect in the air, one soon discovers that a fireball will burst in that location one round later. The precise cause of these fiery discharges is unknown, but it is natural and not under the control of any devil or other creature. A *gust of wind* spell will push a forming fireball away, but a *dispel magic* will not stop it from forming, or negate its effects. *(Editor's note: DMs using Avernus in play should take note of the alterations in magic spell effects that are prevalent there and on the other planes of the Nine Hells. That information will be part of the second installment of this article.)*

Any non-devil lawful evil creatures not native to the hells (such as the occasional beholder), if they are to be found in the infernal regions at all, will be found on Avernus unless specifically located elsewhere by order of an archdevil. One noteworthy example of such creatures are the nycadaemons (see the *Fiend Folio Tome*). These have the power to move freely about the Nine Hells, but they are disliked and distrusted by the archdevils and may well be met with physical opposition if they appear uninvited on a plane other than Avernus. (DMs should bear in mind that a nycadaemon might aid a party of adventurers traveling in the hells, to further its own ends.)

Avernus is nominally ruled by Tiamat, the Chromatic Dragon. The mother of all evil dragonkind holds Avernus through the support of Asmodeus, but her actual authority extends only as far as her physical reach. Most of the inhabitants of the plane avoid her, not wishing to serve as her meals.

The Chromatic Dragon spends most (90%) of her time sprawled in her lair, the great caverns known as Azharul, "The Dragonspawn Pits." Here she is attended by her bodyguards, five huge adult male dragons—one white, one black, one green, one blue, and one red (for details, refer to the *Monster Manual*). She is constantly guarded by these consorts, and when not plotting, feeding, enjoying cruel sport or facing danger, Tiamat will be found mating with one of them within a protective ring formed by the other four. She bears litters of 1–4 dragonets (or "mewlings": very young dragons born conscious and in control of their feeble powers) after an average gestation period of 6 days. Tiamat occasionally (7% chance at any given time) travels via the Astral Plane or Ethereal Plane, perhaps to give birth to a litter on the Prime Material Plane (or Planes, if the multiverse of your campaign includes "parallel worlds")—sometimes grudgingly, at the behest of Asmodeus, but more often to further some plan of her own.

The scant remainder of her time is spent roaming Avernus; very rarely, she journeys to the palace of Asmodeus. Those of Tiamat's offspring that are born and remain on Avernus occupy themselves with hunting down and bringing back food for Tiamat and her consorts while the Chromatic Dragon is in her lair. These offspring/underlings are of all sizes, types,

and ages of evil dragonkind, and all are aggressive, cruel, and in good health. Injured, weak, or disobedient specimens are soon eaten by Tiamat, or by others at her direction; she also dines on slain dragons, including slain consorts who have displeased her, and all newborn spawn who are multiheaded or otherwise chromatic in nature. The few of her spawn that survive to achieve "huge adult" status serve as replacements for her consorts.

Note that Tiamat will have full amounts of treasure (as shown in the *Monster Manual* entry) only while in her lair. She may seize small amounts of treasure when on the Prime Material Plane, but only quantities which she can transport herself, since her bodyguards are unable to accompany her when she leaves Avernus. They guard her hoard in Azharul diligently in her absence, for she will notice if even a single bauble is gone!

The treasure prized most highly by Tiamat is magic—specifically, magic-user spells of 1st to 5th level which are new to her. With these she can increase her personal power, and consequently she is always seeking more powerful offensive and defensive spells which she can study, experiment with, and modify for her own use. Note that Tiamat needs time and trial to modify a written magic-user spell from the standard form to her own (verbal component only) form of casting.

While on the Prime Material Plane, she will reveal herself in the open only if she believes a fair chance exists to gain such spells in so doing. Otherwise, her visits to the Prime Material tend to be secretive affairs, for she feels uneasy without her bodyguards. In the past, it is said, many men (and some of other races) worshipped Tiamat, and her visits were triumphs of worship, adulation, pampering, and the bestowal or riches and magical information to the extent of human experimentation and mastery upon the Chromatic Dragon—but if this was indeed so, it is no longer the case. Nowadays, evil dragons will still acknowledge their allegiance to her, but this is a "worship" born of fear and respect rather than love or loyalty.

Although Tiamat will battle (attempting to kill and eat) individual devils without hesitation, she will never knowingly attack an archdevil or a lieutenant to an archdevil. She rules her spawn by force and fear, but her will is enforced on Avernus by 40 companies of abishai under the command of *Malphas,* 29 similar companies led by *Amduscius,* and 3 companies of erinyes under the command of the pit fiend Goap. (Names printed in *italic* type indicate devils who are individually described in the text that follows.) These forces are always busy, for Avernus is constantly dealing with intruders and the machinations of the "rabble of devilkin"—former consorts fallen from favor, and other unique devils too weak or too mistrusted to gain or hold a position in the hierarchy of the hells. These beings are constantly attempting to gather enough support to win (at least) a position in the service of Tiamat, perhaps by supplanting one of the incumbent vassal devils, and are always moving to avoid the armies searching for them. Among these outcast devils are names such as Rumjal, *Caim, Bist,* Cahor, Dagon, Azazel, Armaros, Kochbiel, Nisroch, and *Nergal.*

Tales are told of a mysterious archdevil, Astaroth, said to be mightier in power than any devil save Asmodeus himself (see Alexander von Thorn's article, "The Politics of Hell," printed in *Dragon* 28 and reprinted in the *Best of Dragon Vol. II* anthology), who dwells elsewhere than the Nine Hells, apart from the present regime, working alone to advance his secret ends. This devil represents the greatest threat to Asmodeus; with Astaroth's support, Mephistopheles, Baalzebul, or even a lesser archdevil such as Geryon could conceivably wrest control of the Nine Hells from the Great Devil himself. But even the existence of Astaroth is uncertain; he is definitely not an avowed force in the hells at this time.

AMDUSCIAS (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *See below*
HIT DICE: *92 hit points*
% IN LAIR: *20%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *See below*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *See below*
PSIONIC ABILITY: *216*
Attack/Defense Modes: *All/all*

Amduscias is a duke in the service of Tiamat, ruler of Avernus, and leads 29 companies of abishai. He is a being of long memory and cunning strategies. He can *shape change* at will into a dirty yellow unicorn with eyes of flame and a purple horn, a hawk-headed man (he usually wears dark red or black robes when in this form), or his favored form: a wolf with a prehensile, constricting serpent's tail. He does not need, and does not wear, armor in any of his forms.

When in unicorn form, Amduscias attacks with his horn (acts as a *sword of wounding*, for 2-9 damage), or his hooves (2 per round, for 2-10 damage each). His maximum movement rate in this form is 18"; he can "bolt" from a standing start, and some say that when horses spook or gallop uncontrollably, it is because Amduscias has affected them.

In humanlike form Amduscias has average Dexterity, and two or three attacks (fists for 1-2 each and beak for 1-8, or weapon and beak). Amduscias is ambidextrous and can wield two weapons if they are small (e.g., daggers or darts). This devil has above average Strength when in humanlike form, and a

long, curved beak somewhat like a hummingbird's in appearance. This beak is, however, terrifically strong and sharp. His move in this form is 12".

Amduscias prefers to fight in wolf form; his movement rate is 18", and he attacks with two raking foreclaws and his jaws, or his hind claws and tail. If in a position to do so, he can use all six of these attacks in a round, against as many targets. The claws do 3-12 damage each, the jaws 1-20, and the tail 1-10 constriction damage per round plus additional damage if Amduscias uses it to immerse a held victim in water, batter a victim against a rock, etc. The tail will loosen its grip if it is severed, or if it is dealt 17 points of damage in any single round or 26 points of damage over a succession of rounds.

Amduscias can change forms in one round (during which he can do nothing else except speak), and is restricted to the forms described. He can use the spell-like powers listed below, one at a time, once per round. Note that (as with other devils) verbal, somatic, and material components—as spell-casters on the Prime Material Plane know them—are not necessary. Amduscias' spell-like powers are: *pyrotechnics, produce flame , fire shield* (either version), *detect invisibility, detect lie, read magic, locate object, dispel magic, telekinesis* (5,000 g.p. maximum weight), *find familiar* (for another being; the familiar will be an imp), and *faerie fire*. Amduscias can cause *fear* (save vs. spell to avoid) in anyone within 3" he points at (but only one target per round). Once per day he can use a *symbol of stunning*.

Amduscias is sometimes called the "Reconciliator of Foes," because he is a skillful actor and negotiator, and Tiamat often employs him to mediate in disputes between devils or her kin. While in any of his forms, Amduscias can speak and understand perfectly any language (cf. *tongues* spell). When encountered, Amduscias will only have treasure with him if he is in his human-like form; if so, it may be of any type. Amduscias regenerates 2 hit points per round. He can *summon* (with a 70% chance of success) 1-3 abishai at will.

MALPHAS (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *12"/30" (in crow form)*
HIT DICE: *90 hit points*
% IN LAIR: *20%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *See below*
PSIONIC ABILITY: *220*
Attack/Defense Modes: *All/all*

Malphas is a duke in the service of Tiamat, ruler of Avernus. He leads 40 companies of abishai, and, like his fellow duke Amduscias and the pit fiend Goap, is likely to be found traveling about Avernus enforcing Tiamat's will. None of Tiamat's dukes have permanent encampments or fortresses, but instead they maintain a commonly held system of guarded, "safe" caves where their forces can rest or gather.

Malphas appears as a powerful, dark-complexioned man dressed in black velvet studded with gems (of considerable value; his robes have 333 gems of all sorts, 100 g.p. base value each, if recovered complete), or as a large, black, crow-like bird.

Malphas shuns armor, and fights with all weapons (and his spell-like powers) when in human form. His voice is deep and compelling, and with his powers of *tongues* and *ESP* (usable at will), he is adept at deceiving others, particularly non-devils. He may carry treasure of any type if encountered in human form.

Once per round, at will, Malphas can use one of his spell-like powers: *tongues* or *ESP* (as noted above), *pyrotechnics, produce flame, fortress* (this creates a structure similar to *Daern's Instant Fortress*—see the *DMG*—in all respects, save that its door will open and close for anyone, and it will disappear in 16 turns or when Malphas wills), *detect invisibility, read magic, dispel magic, flame arrow* (Malphas can also apply this to blades wielded by himself or others; these become *flame tongue* swords—fiery damage, but no "to hit" bonuses—for 3 rounds), and *remove* (or *bestow*) *curse*. Once per day Malphas can use a *symbol of pain*, and he can cause *fear* (save vs. spell at -2 to avoid) by touch (one target per round). He can *summon* 1-2 abishai, with a 55% chance of success, at will. Malphas regenerates 2 hit points per round.

NERGAL (Greater Devil)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *18"/10"*
HIT DICE: *106 hit points*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *3-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *211*
Attack/Defense Modes: *All/all*

Nergal is the most powerful of the "rabble of devilkin" banished to Avernus by the archdevils. Usually enveloped in magical *darkness*, Nergal appears as a lion-headed, winged toad. His mottled pinkish-gray, warty skin is covered with sores which ooze a clear, colorless ichor. This liquid is deadly poisonous to humans and demi-humans, who must save vs. poison to avoid this effect if contacted. If the save is successful,

the ichor does 1-6 points of corrosive damage and confers immunity to its effects upon the victim for 10-40 turns. Nergal is sometimes called "The Bringer of Pestilence and Fever" because of this property.

Nergal is warlike, quick to attack those who defy him, and will bully injured or weaker creatures . His bite does 3-12 points of damage, and possibly confers a disease; refer to the *DMG* for type and effects. Victims who are bitten must save vs. poison at +3 to avoid disease.

Nergal can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame , wall of fire, continual light, tongues, read magic, detect magic, detect invisibility, dispel magic,* and *darkness 15' radius*. He can cause *fear* (save vs. spell to avoid) by touch, if he so wills. Nergal regenerates 2 hit points per round. (Note that he cannot use a *symbol*, nor can he *summon* other devils to his aid.)

Nergal likes to present himself to human intruders as a fellow man horribly transformed by diabolic magic, and may "help" the intruders for a time, usually to learn of their powers, magic, treasure, and purposes, before luring them into a trap. Often he uses the powers and magic he obtains in this way to torment his victims; sometimes he hoards information and treasure he obtains to use it for bargaining purposes. Always, he builds and looks to the future, planning a forcible entry into the ranks of the dukes or archdevils. He has no fixed abode or lair, but often conceals caches of treasure or magic he has seized in caverns and grottos scattered all about Avernus.

BIST (Greater Devil)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *14"*
HIT DICE: *90 hit points*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *3*
DAMAGE/ATTACK: *2-5/2-5/2-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (9' long)*
PSIONIC ABILITY: *213*
Attack/Defense Modes: *All/all*

Bist, a devil akin to the hellcats (see the *Fiend Folio Tome*: Hellcat), is totally selfish and a master of duplicity. For these reasons, she is mistrusted by all archdevils and is confined to Avernus. Bist cannot leave the hells without being summoned (unlike hellcats), for she has been compelled to change her name, and thus can no longer be summoned by mages on other planes. She shares many of the hellcats' other capabilities, however.

Invisible in the presence of light (except for her eyes, which appear as irises of orange flame floating in midair), Bist appears in darkness as a faintly luminescent, wraith-like, and unusually large hellcat. Her eyes retain their flame-like appearance when she is so revealed.

Bist is immune to all mind-controlling spells (*charm, hold, sleep,* etc.). She can only be hit by weapons of +2 "to hit" or better, and all magical weapons lose their damage bonuses when striking her. Bist communicates by *telepathy* in a 14" range, although she can speak (in a hissing, rasping voice) the common tongue, Mabrahoring (the High Tongue of the hells), and the lawful evil alignment tongue.

Bist can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, affect normal fires, detect magic, detect invisibility, dispel magic, magic missile* (3 missiles per spell), and *shield*.

Once per day Bist can employ *gaze reflection,* and once per day she can *blink*. In addition, she can generate *fear* at will in a 5' radius sphere about herself. Bist regenerates 1 hit point per round.

CAIM (Greater Devil)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *8"/16"*
HIT DICE: *93 hit points*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *+2 or better weapon to hit*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *S (5' tall)*
PSIONIC ABILITY: *213*
Attack/Defense Modes: *All/all*

Caim is an outcast devil, bound to Avernus. He is a gossip and a sneak, and is particularly disliked in the hells. A skilled orator, he can always make his own actions or opinions seem reasonable—and he often seeks to dupe intruders, partly because he considers the flesh of elves and men delicious.

Caim appears as a large, upright, darkly handsome bird—a thrush—with a long, sharp beak and a belt about the hips. In pouches on this belt Caim carries items he deems necessary, manipulating them by means of his *unseen servant* spell-like power.

Caim can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, affect normal fires, unseen servant, light, detect magic, detect invisibility, dispel magic, hold person,* and *tongues*.

Once per day Caim can *reverse gravity;* thrice per day he can cast *repulsion*. Caim can generate *fear* in a 5' radius sphere about himself, at will. He regenerates 1 hit point every 2 rounds.

2. Dis

The second plane of the Nine Hells is largely flat, with here and there a bare hill or tor rising smoothly up out of the plains. Its sky is a thick, smoky-hued green without clouds, occasionally lit up by high lightning flickers and faint thunder. The black and cold waters of stagnant rivers and streams are stretched threadlike across the plain, radiating outward from the moat surrounding the city of Dis, which is the seat of the archdevil Dispater.

The city of Dis, built of unrusting iron, stands on an island in the center of a lake where the rivers meet. The waters are poisoned and give off odiferous vapors, sometimes visible as smoky wisps or plumes. Over the plains sweep ceaseless, fierce winds, tumbling many lemures helplessly through the air to strike repeatedly against the ground or each other. There is at least a 10% chance each round that a land-based traveler trying to stand or move against the wind will be swept off his or her feet (20% chance if mounted or standing high on an exposed position).

Aerial travelers will find the wind unpredictable and savage, so that unless they have spent years learning to maneuver in constantly changing winds, they suffer a Flight Class penalty of -1, and an aerial movement penalty of -3". (Those of Flight Class E retain the ability to fly, but lose a total of 6' move distance per round. Movement penalties in all cases should end when a creature is reduced to a maximum 2" move.)

Erinyes, being native to the plane, can navigate with comparative ease in the gale (suffering no penalties), and some of these devil-types are always aloft, buffeting lemures for sport and watching for intruders. Erinyes earn increased power on the plane of Dis through the favor of Dispater, who rewards them for unswerving loyalty (he often arranges tests or traps for his servants) and for missions diligently and well accomplished. When an erinyes encounters intruders in Dis, it will usually fly near to observe clearly their numbers and appearance, and then head straight for Dis to inform the pit fiend Baalzephon, Dispater himself, one of Dispater's other commanders, or one of the "Iron Guard" (Dispater's bodyguard of malebranche).

Almost certainly the erinyes will encounter others of its kind while on this journey, and these it usually informs in passing of the intruders and their location, so that said intruders will likely suffer attacks from odd bands of erinyes before any organized force is sent out from the Iron City. If a group of erinyes encounters intruders, all but one—the messenger to Dis—will immediately attack. They may not seek to slay the intruders outright, for Dispater, like all archdevils, is always alert for beings or items that can help maintain or improve his own position, and no erinyes deliberately courts his wrath by destroying something Dispater might have liked to have.

The Iron City itself is a dismal place of eyrie-riddled towers, zombies, garbage-choked streets alive with rot grubs (and a black pudding here and there), and iron-barred cells full of chains and torture implements. Abishai, imps, and spined devils, plus occasional barbed devils, hellcats, and rakshasa throng the dark, reeking streets.

The island on which the city is built rises sharply in elevation toward the center, and on this rocky knob is the "infernally grand" palace of Dispater, many towered and terrible. It is fashioned of stone (unlike the rest of the city) and furnished with iron, carved bone, and stone. Its terraced approaches are adorned with trees fashioned of iron. The palace is off limits to those without a reason for being there. Erinyes can be seen frequently flitting in and out of the palace's high, arched windows (presumably to give or receive information). There are many caverns beneath the palace, known as "the pits of Dis," where prisoners live in unmanacled savagery, fighting for the edible garbage that falls into their lightless realm down shafts from the palace above.

Far from the central city, the plains of Dis rise into rolling hills, haunted by "wild" erinyes who seldom or never go into the city, and by many hellcats. Pillars of stone are said to move about in the rolling hills of Dis, but nothing definite is known of these.

Hellcats serve various of the lesser devils, and can be found on all of the planes of the Nine Hells (except the ninth, for Asmodeus does not employ them and seldom tolerates the servants of others in his domain) from time to time, in accordance with their masters' wishes. Most of the devils regard hellcats as sneaking spies and useful errand-runners, but untrustworthy due to their mutable loyalty, and of little consequence. Hellcats charged with guarding or the performance of other protective tasks will serve with zealous diligence, hoping to gain favor with their masters.

Between the city and the hills lie the vast estates held in fief by Dispater's vassals. The duke Bitru is the strongest of these vassals; he can muster 70 companies of erinyes. *Merodach* (described below), commanding 21 companies of barbed devils, and the pit fiend Furcas, with 12 companies of bearded devils, also boast sizable holdings. Mephits, achaierai, and rakshasas wander these holdings, and stench kows and spined devils are the working backbone of them. Rakshasas sometimes achieve positions of responsibility in a duke's household or retinue, but are always watched closely, for they are too selfwilled and ambitious to be trusted servants.

In the city of Dis itself—and almost always within Dispater's palace—can be found *Lilis*, Dispater's consort; his prime minister, the pit fiend Baalzephon, who orders and administers Dispater's vassals and armies; and *Biffant*, the provost, who runs and commands the staff of the palace itself. Titivilus, Dispater's nuncio, can be found here, as can the pit fiend Bel, who commands the "Iron Guard" (3 companies of malebranche), and *Arioch*, Dispater's avenger, who punishes all those who have wronged or hindered the will and plans of Dispater.

LILIS (Princess of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *14"/26"*
HIT DICE: *66 hit points*
% IN LAIR: *85%*
TREASURE TYPE: *Q (x4), S*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (5' tall)*
PSIONIC ABILITY: *211*
Attack/Defense Modes: *All/all*

Lilis, consort of Dispater, is one of the older and weaker female devils, but her careful diplomacy and strategies and her attention to events in the hells and elsewhere (her network of spies is said to be second only to that of Asmodeus) has kept her own position in the infernal regions as secure as that of any of the nobility of the hells. Lilis and Biffant *(q.v.)*, Dispater's provost, are as trusting and as close as two devils ever become—but both are (thus far) unswervingly loyal to Dispater, making his control of Dis the envy of other archdevils.

Once per round, at will, Lilis can employ one of the following spell-like powers: *pyrotechnics, produce flame, animate dead, charm person, dispel magic, know alignment, detect lie, tongues, read magic, dimension door, repulsion, invisibility,* (fulfill another's) *limited wish.* Once per day Lilis can *cause insanity* by touch. She can cause *fear* by pointing at a victim (one victim per round; saving throw vs. spell applicable). She can *summon* 1-3 erinyes (70% chance of success), and can regenerate 1 point of damage every turn.

Description: Lilis has orange-red skin, copper-colored hair and green eyes; she looks like a short, plump, well-preserved human female of middle age, except for the hue of her skin, her tiny orange-red horns, long red nails, forked tail, wings, and delicate cloven black hooves.

ARIOCH (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-4*
MOVE: *14"/20"*
HIT DICE: *123 hit points*
% IN LAIR: *65%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-6 (bite), by weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *226*
Attack/Defense Modes: *All/all*

Arioch serves Dispater in the office of "avenger," meting out punishment upon all on Dis who defy or

otherwise displease his master. He also wards off the intrusions of devils of all ranks from other planes, and accompanies his master as bodyguard in all situations of possible peril (such as visits to the court of Asmodeus or other planes). In combat, Arioch employs a huge, 20-foot-long, double-ended *+1 halberd* (having a blade at either end, and wielded by grasping in the middle of the shaft) of adamantite.

Arioch can use the following spell-like powers, one at a time, once per round: *produce flame, blink, dispel magic, detect invisibility, remove (or bestow) curse,* and *magic missile* (6 missiles per spell). Once per day Arioch can use a *symbol of death*. He radiates *fear* at will in a 6" radius (saving throw vs. spell to avoid). Arioch regenerates 2 hit points per round.

Description: Arioch's flat, reptilian head (rather like a stubby crocodile's) is ringed with a leonine mane. His skin is dark wine-red, deepening to purple on the head and shoulders, and on his great bat-like wings. Arioch has a forked tail, great cloven hooves, and heavily muscled arms.

BIFFANT (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *14"*
HIT DICE: *84 hit points*
% IN LAIR: *90%*
TREASURE TYPE: *Q (x8), S*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +3*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *219*
Attack/Defense modes: *All/all*

Biffant serves Dispater as provost, running the affairs of that archdevil's palace. Consequently, he is almost always to be found in the Iron City, usually in the palace itself, where he is never without a staff/guard of two "messenger" erinyes and six servant spined devils. Typically he carries an ornate iron rod (equal in damage potential to a morning star), but will seize whatever is at hand in a battle. Biffant prefers to let others fight for him, however, and will try to *summon* or otherwise call for aid if attacked. He is not particularly brave or forceful, but is crafty and plans far, far into the future. Biffant and Lilis *(q.v.)* are said to be very friendly; closer in mutual understanding and cooperation, some say, than Lilis and Dispater himself.

Once per round Biffant can use any one of the following spell-like powers: *pyrotechnics, produce flame, wall of fire, read magic, detect invisibility, detect magic, detect lie, know alignment, locate object, animate dead,* and (fulfill another's *limited) wish*. Once per day he can employ a *symbol of hopelessness*, or one of pain. Biffant radiates *fear* in a 3" radius at will. He is able to *summon* 1-6 spined devils (70% chance of success) or 1-2 erinyes (30% chance of success) when necessary. Biffant regenerates 1 hit point per round.

Description: Biffant appears as a portly, blood-red skinned humanoid devil, wingless but with a small, tufted tail and two inward-pointing, hook-curved horns that sprout from his head above either temple. His eyes are of a single hue, deep blue-green, and he is always smiling.

MERODACH (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *14"/12"*
HIT DICE: *92 hit points*
% IN LAIR: *50%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *See below*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (12' tall)*
PSIONIC ABILITY: *196*
Attack/Defense Modes: *All/all*

Merodach is a duke in the service of Dispater, and leads 21 companies of barbed devils into battle on his master's behalf. Merodach has the body of a wolf, large, feathered wings, and a prehensile, serpentine tail. Atop Merodach's head are two huge, spreading longhorns, and these he can turn slightly to strike an opponent. A clumsy flyer (Flight Class D), he prefers to run on all fours, but in battle often rears up to wield a weapon with his front claws. He has no special or magical weapons, but favors polearms of all sorts. In a fight his jaws do 1-10 damage, his claws 1-4 and 1-4 (or one attack with a weapon, damage as per weapon type +5), and his horns 2-12 each. Merodach's tail does no damage in combat, but is used to trip, blind, and disarm opponents, or to carry weapons for Merodach's use later.

At will Merodach can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, detect invisibility, know alignment, telekinesis* (5,000 g.p. weight limit), *read magic, teleport,* and (fulfill another's *limited) wish*.

Once per day, Merodach can employ a *symbol of pain*. He is able to cause *fear* by touch (save vs. spell to avoid). He can *summon* 1-2 barbed devils with a 50% chance of success. Merodach regenerates 2 hit points per round.

ALOCER (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *12"*
HIT DICE: *90 hit points*
% IN LAIR: *50%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *Bite 2-8, by weapon type +4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (7' tall)*
PSIONIC ABILITY: *196*
Attack/Defense Modes: *All/all*

Alocer is a duke in the service of Dispater, and leads 36 companies of erinyes into battle. Warlike in attitude, Alocer wears plate mail and fights with broadsword, axe, mace, and dagger, wielding one at a time and biting at the same time with his great jaws. He will seize and employ other weapons (incurring no non-proficiency penalties) available when in battle, and often rides a nightmare about his estates or to war.

Alocer has a humanoid body with red-gold flesh and a fearsome leonine head. The fiery flash of his eyes can be seen for some distance; if one meets their gaze, the victim must save vs. spells or be *blinded* for 2-12 days (devils are immune to this power). A *cure blindness* or *dispel magic* spell will restore sight to a victim.

Once per round, Alocer can employ one of the following spell-like powers: *pyrotechnics, produce flame, detect magic, detect invisibility, fly* (enabling him to act as an erinyes in terms of flight class and move), *dispel magic, dancing lights,* and *read magic*. Alocer can cause *fear* by touch (save vs. spell at -3 to avoid). Once per day he can use a *symbol of stunning* or one of *discord*. Alocer can *summon* 1-2 erinyes with a 65% chance of success. He regenerates 2 hit points per round.

3. Minauros

The third plane of the Nine Hells is ruled by Mammon, the clutching "Lord of Avarice," and nothing of value exists for long on this plane before being destroyed or taken inside the walls of his many-pillared fortress. This nameless abode is built of black stone brought from another plane (possibly the Prime Material), and stands crazily upon great pillars that sink constantly, slowly, into the bottomless ooze of the marsh.

The outlands of Minauros form one great dismal marsh of stinking, rotting earth, covered with carrion and some inches of water. It is a place of eternal rain; dirty water mixed with hail falls ceaselessly, at a steady pace, from the murky, fog-shrouded air. The bodies of a great many creatures lie here; indeed, it is said elsewhere in the hells that Mammon's house is built upon them.

Disease (*DMG*, pp. 13-15) is rampant here; the base chance of a creature not native to the hells contracting a disease here is 13% per trip (including the modifiers for polluted water, etc.—but note that this base chance is doubled if a creature imbibes any of the water on the ground of Minauros, deliberately or inadvertently). Bones and the like are always handy for use as weapons—but their "handiness" also obstructs movement, causing constant stumbling and occasional falls for those who travel overland. A fall may do serious damage if the victim strikes an upthrust bone, or is knocked unconscious, perchance to drown.

The fortress of Mammon is the only building of any sort on Minauros; in the marshes, Mammon allows stone to be used only in "cells." These are great shallow pits (two or three feet deep in water) in which one or more great stones lie. Fastened to the stones at one end, and dangling away from them, are great chains and manacles of iron or brass. The vigilant barbed devils will capture any intruders and bring them hence, where they sit or stand chained in the cold, fetid water until they die, are taken away for interrogation or torture, or escape. Sometimes when Mammon or his lieutenants are occupied elsewhere, the barbed devils will let a prisoner "escape" and then hunt it for cruel sport. What they cannot capture they kill, or else call on Focalor, the pit fiend Zimimar, or Mammon himself to deal with.

Typically, barbed devils perch atop the stone of a cell, burning the heads and exposed portions of the prisoners below. Prisoners soon learn (if they survive that long) to sit tight against the rock so that they can use it for protection and support, to elevate themselves out of the water by sitting on a pile of bones, and to keep their heads above water even when sleep comes. Barbed devils can control the intensity and size of their *produce flame* ability with great accuracy. The ground water of Minauros will douse such a flame, but the resultant scalding steam can also do considerable damage to the unprotected. (Barbed devils are not harmed by the steam.)

Toward the center of the plane, Minauros rises into a vast tortured volcanic badlands of ash-hills and slime-filled rifts. The palace of Mammon sits in a marshy bowl at the heart of these volcanic lands, where many rifts meet. It is here where Mammon's seneschal, *Focalor,* stands guard over Glasya (Mammon's consort), Mammon's palace, and Mammon's affairs when his master is out hunting across the badlands. The pit fiend Zimimar commands the "palace guard" of 6 companies of bone devils, and will either be found at the palace or hurrying elsewhere to protect Mammon or enforce his will.

The vassal dukes of Mammon rule stretches of volcanic ridges and ash-choked, lifeless woods far from the central palace, between the uplands and the marshes where prisoners lie in dolor. Chief among these vassal dukes is Bael, who can gather 66 companies of barbed devils (and actively plots to

supplant Focalor, and ultimately Mammon himself). The duke *Caarcrinolaas* commands 36 companies of barbed devils, and although he is aware of Bael's ambitions, neither supports nor betrays them. The duke *Melchon*, who can muster only 18 companies of erinyes, chooses to be eagerly and actively loyal to Mammon—which has earned him the deep suspicion of the seneschal Focalor.

FOCALOR (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE:. *12"/16"*
HIT DICE: *121 hit points*
% IN LAIR: *80%*
TREASURE TYPE: *F, I, Q (x3)*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-6, or by weapon type +4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *223*
Attack/Defense Modes: *All/all*

Focalor is seneschal (an agent, or bailiff) to Mammon, and wields much of the real power in Minauros, for his master is somewhat neglectful of security and diplomacy. The thin, often silent Focalor is careful in word and deed, and a master strategist. He is respectful, too, and takes no risks with the safety of Glasya (Mammon's consort) and that of the palace itself. Most of the other archdevils (and the outcast *Nergal;* see Avernus section) believe that Mammon would be easy prey were it not for the strength of his few dukes, and for the wise care of Focalor. Focalor's loyalty seems unshakeable; most of the archdevils have in the past tested it, and they continue to do so.

Focalor can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, invisibility, detect invisibility, detect magic, read magic, tongues, dispel magic, gust of wind, water breathing, teleport, know alignment, passwall,* and (fulfill another's *limited) wish.*

Twice per day Focalor can *blink,* once per day he can cause *blindness* by touch, and four times a day he can *remove* (or *bestow) curse.* He can use a *symbol of stunning* once per day, and he can *summon* 1-2 barbed devils (40% chance) or 1-4 erinyes (65% chance) at will. Focalor causes *fear* by his breath, a cone of foul-smelling vapor 1" in range, spreading from a mouth-sized base to a 3'-wide spray. He can direct this at any target(s) in the area of effect, one exhalation per round (save vs. spell at -1 to avoid). Focalor regenerates 1 hit point per round.

Description: Focalor appears human—a thin, bearded, and middle-aged statesman or sage with power and heavy concerns—until he unfurls his feathered wings from his flowing robes or reveals his brown cloven hooves. Focalor wears an iron gauntlet on his right hand, as his badge of office, and with this gauntlet he can strike for 1-6 damage. He is normally armed with a staff, but will seize any weapons in battle. His skin is a pale pink-green, and if his armpits and flanks are revealed, tiny scales will be seen.

When summoned to the Prime Material Plane, Focalor will seize any chance to swim (for this he enjoys), and revels in the use of two powers of his that are ineffective in the hells: *fish command* (as in the *trident of fish command, DMG* p. 155; all fish save at +1), and *call storms* (usable only when at sea), basically a combination of call lightning and control winds. The

call storms ability, when employed, evokes lightning discharges from any clouds present, bringing also rain and strong winds in the direction and intensity Focalor wills, the whole effect lasting 4 turns. If no clouds are present, this power attracts them (which may take several hours, or a day or more). When they arrive, Focalor (if still present) can use the call storms ability again, as described above, to bring the storm out of the "summoned" clouds.

CAARCRINOLAAS (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *14"/12"*
HIT DICE: *104 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (7 ½' tall)*
PSIONIC ABILITY: *203*
Attack/Defense Modes: *All/all*

Caarcrinolaas is a duke in the service of Mammon, and leads 36 companies of barbed devils into combat at his master's behest. In battle he wields a +3 scythe that does 5–11 (2–8 +3) damage vs. targets of any size, and wears armor with a high-spired collar to protect his head (for he wears no helm). He is indifferent to the ambitions of others, preferring to follow orders and wait for any opportunity to better himself to come along. Let others risk their necks in intrigues; Caarcrinolaas will sit and watch patiently.

He can use the following spell-like powers at will, once per round and one at a time: *pyrotechnics, produce flame, detect invisibility, detect magic, read magic, dispel magic, animate dead, teleport, invisibility, fire shield* (either version), and (fulfill another's *limited) wish.*

Once per day Caarcrinolaas can cast a *death spell,* and twice per day he can petrify one creature by touch (as in *flesh to stone;* normal saving throw allowed). Once per day he can use a *symbol of pain,* and he causes *fear* by touch if he so wills. He can *summon* 1–3 barbed devils with a 65% chance of success. He regenerates 1 hit point per round.

Description: Caarcrinolaas is a gray/brown-furred, dog-headed humanoid with scarlet bat-like wings, upright scarlet horns protruding from a bony brow-ridge above each temple, black hooves, and a scarlet, forked tail. In the center of his brow is a third horn. Taller than the two up-curved flanking horns, it protrudes straight up, and can be employed (3–6 thrusting damage) against any targets directly above Caarcrinolaas (a rare circumstance). He has strong, bony, scarred hands of human appearance, and glittering yellow eyes.

MELCHON (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *13"*
HIT DICE: *101 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *2*
DAMAGE ATTACK: *By weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *189*
Attack/Defense Modes: *All/all*

Melchon is a duke in the service of Mammon, on whose behalf he leads 18 companies of erinyes in battle. A devil most jealous of his stronger fellows, Melchon is something of a malcontent in Minauros, and would welcome any setback to Bael or Focalor—but he masks his true feelings.

Melchon can employ any one of the following spell-like powers in a round, one at a time: *pyrotechnics, produce flame, envenom* (which turns water—of any sort except holy water—to a caustic, viscous venom used by erinyes and Melchon himself upon their weapons), *detect invisibility, detect magic, read magic, dispel magic, teleport,* and *suggestion.*

Twice per day Melchon can cast a *delayed blast fireball* of 6d6 damage, and once per day he can use a *symbol of hopelessness.* Melchon causes *fear* in all creatures within 1" of any living being he strikes, including the target struck; all must save vs. spell (the target at -2) to avoid). Melchon can *summon* 1–3 erinyes (70% chance) whenever desired. He regenerates 2 hit points of damage every round.

Description: Melchon is a fiery red-skinned, humanoid devil with upturned, bull-like horns; black, curling brows and beard; black hooves; and large, crimson wings. In battle he strikes with his weapons -usually a trident or a great two-handed war axe (12' long, damage 3–12 vs. S/M, 3–18 vs. L).

His weaponry may vary, but Melchon's weapons are never magical, and they are always envenomed (see *Monster Manual,* Erinyes, for effects of the venom). Melchon also makes use of his long, agile forked tail, which ends in a sharp sting. This sting does 2–8 points of stabbing damage, and Melchon usually envenoms it prior to any expected combat. Melchon is immune to the effects of his, and other devils', caustic venom. Melchon's venom does not dry out in the hells (although usage does wear it off of a weapon), but it is harmless outside the infernal regions unless it is continually within 1" of a devil (an erinyes, or Melchon himself).

4. Phlegethos

The fourth plane of the Nine Hells is ruled by Belial. It is a tortured realm of volcanoes, gouting fires, hills of ash, and pits of smoking dung. The ground is always uncomfortably hot—most intruders are constantly on the move—and well patrolled by groups of barbed devils. Ground tremors are common, and a sudden, violent eruption or the opening of a fissure in the earth is not unusual. The sky is a dark, starless void, but the landscape is weirdly lit by leaping flames all about. There are rivers of liquid fire, and at least two large lakes (all the bodies of liquid are interconnected), and there the flames blaze brightest.

This "water" is home to several wandering salamanders that were brought here long ago, to be bound in servitude to Belial. This didn't work out—salamanders take orders from no creature when it does not suit them—and most of the salamanders were immediately slain by Belial's servants and vassals. But a few escaped, yet bound to this plane by Belial's magic, and survive by avoiding large groups of devils and snatching lone creatures who venture too near to one of the rivers of fire.

These salamanders grow fewer as, one by one, they are found and slain—but the devils are busy, and the salamanders can leave the rivers without any harm and venture elsewhere on Phlegethos, so they have lots of places to hide. Their favorite hiding spots are long, worm-like volcanic "tubes" in rock, and they are fond of burrowing into a hill of ash until it collapses overhead to conceal the burrower.

This plane is perhaps the most visited of the Nine Hells except for Avernus, since outsiders who work magic often come to the fabled "firefalls" of Phlegethos, where the rivers of fire tumble from volcanic ridges down into clefts. The fire in such a spot is mentioned by many alchemists and mages skilled in the creation of magic items. The best *flame tongue* swords (*DMG*, p. 165) are made in such places; one account of the making of a *helm of brilliance* mentions one such site, and the barbed devils themselves seem attracted to such falls of flame, leaping and playing about the firefalls and employing their *produce flame* powers as if excited.

Belial rules from the huge, hollowed-out shell of a dead volcano. His stronghold is known as Abriymoch, "The Mount of Leaping Flames." The archdevil is attended by his consort *Naome*, his legate *Chamo*, and a few malebranche (notable among them the great scarred specimen known as "Night Fang") under the command of the pit fiend Zapan.

Abriymoch consists of several tiers of chambers, opening into the central shaft like balconies, and connected to each other by stairs, shafts, and a great spiral path that winds about the central gulf or shaft of the dead volcano. Some chambers stretch through the sloping walls of the volcano and have windows or doors opening out onto the volcano's outside flanks. The lips of the volcanic crater are crowned by Abriymoch's basalt towers. A few erinyes under the command of the pit fiend Zaebos, Belial's lieutenant, serve as messengers within Abriymoch and between it and vassal dukes or outlying patrols. These erinyes are often bullied and are quite miserable, and as usual have their eyes always on bettering their own positions in the hells. Chamo suspects that the

erinyes have served as the spies of Asmodeus, Baalzebul, and perhaps other archdevils in the past, but he has not yet been able to prove anything.

Abriymoch is staffed by spined and bearded devils, and has a kennel of hell hounds that can be used by Zapan's forces to help defend and guard the palace.

The vast, smoking plains surrounding the volcanic heart of Phlegethos are the domain of Belial's vassals: *Balan*, who commands 40 companies of bearded devils; *Bathym*, who can muster 30 companies of barbed devils; and *Gaziel*, who leads 11 companies of bone devils. These vassals are usually dealt with and commanded by Zaebos, speaking for his master Belial, who, assisted by Chamo, is usually occupied with matters of diplomacy and intrigue within the Nine Hells.

Phlegethos is the most chaotic physical environment in the Nine Hells, affording intruders the most opportunities for concealment—but it is also one of the most active planes, being constantly traveled by its inhabitants. The archdevils of other planes often test underlings by sending them here, charged with accomplishing a task and remaining undetected by the patrols that roam Phlegethos, while their progress is observed by spies—of whom there are many among the barbed devils.

As with Minauros, the outlands of Phlegethos are wetter and lower than the interior, and these "reeking fens" are populated by bearded devils, a few styx devils and abishai, hell hounds, lemures, and the mephits who flit about constantly everywhere on Phlegethos, serving as "eyes" for any and all who reward them.

NAOME (Princess of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *16"/26"*
HIT DICE: *69 hit points*
% IN LAIR: *85%*
TREASURE TYPE: *P, S, T*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *219*
Attack/Defense Modes: *All/all*

Naome is consort to Belial, the ruler of Phlegethos. She spends much of her time in Abriymoch, but is highly regarded in the hells for her settling of disputes when others have failed, and her shrewd bargaining ability. In battle she uses her spells and a long scimitar; although she rarely engages in combat, it is said she enjoys a good fight.

Naome can employ the following spell-like powers, one at a time and once per round, at will: *pyrotechnics, produce flame, charm person, dispel magic, know alignment, detect invisible, read magic, telekinesis,* (2,000 g.p. weight limit), *suggestion, teleport,* and (fulfill another's *limited) wish.* Once per day Naome can cast a *feeblemind* (normal saving throw applies) on one creature. Her gaze can, if she so wills, cause *fear* (save vs. spell to avoid). She can *summon* 1–4 barbed devils (65% chance of success), and regenerates 2 points of damage every turn.

Description: Naome is a short, burly, middle-aged female devil, with long brown hair and cold, pale blue-green eyes. She has a tinkling laugh and a surprisingly light, easy sense of humor. Quick-witted and glib-tongued, she rarely makes enemies (although she bears no love for Glasya, the consort of Mammon, or Lilith, the consort of Moloch), and is most friendly with Baftis, the consort of Baalzebul. When clad in flowing robes (she prefers green or claret-colored silken garments), only her tiny horns, gray hooves, and crimson forked tail betray her diabolic nature. Her face, shoulders, and hands have a pale, human-like complexion, but the rest of her body is deep crimson in color. Her hands have long red nails.

CHAMO (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *14"/16"*
HIT DICE: *131 hit points*
% IN LAIR: *85%*
TREASURE TYPE: *C, P, S*
NO. OF ATTACKS: *1*
DAMAGE ATTACK: *By weapon type +4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *222*
Attack/Defense Modes: *All/all*

Chamo serves Belial as legate, and plans one day to supplant his master. He fears Naome more than Belial, for Chamo and she too often think alike to suit him. Polite but abrupt, Chamo always appears calm and fearless. He is said to know every hiding place in Phlegethos, and possesses an iron-shod staff capped with the linked (by rings of beaten brass) skulls of sixteen paladins defeated by him over the years. This staff is +1, parts or negates all *web* spells, *wizard lock* spells, *hold* spells, and other locks or bindings at a touch, and it can *detect good;* the skulls upon its top glow with a pearly white radiance when a creature of good alignment is within 9".

Chamo can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, wall of fire, wall of smoke* (equals *wall of fog), fireball* (4d6), *charm person, dispel magic, read magic, tongues, detect invisibility, invisibility, teleport,* and (fulfill another's *limited) wish.*

Twice per day Chamo can *reverse gravity* (for as long as desired, or until his concentration is broken by events or attack), and once per day he can *petrify* (*flesh to stone* of permanent duration) one creature, by touch. He causes *fear* by his stare (save vs. spell to avoid), and can employ a *symbol of stunning* once per day. Chamo can *summon* 1–6 bearded devils (45% chance of success) at will.

Description: Chamo appears as a white-haired, middle-aged man with big brown eyes. He has upward-pointing horns, black hooves, a forked tail, and black bat-like wings. His skin is scarlet, darkening to blue on his long-nailed hands. He usually wears loose robes of black with a high stand-up collar.

BALAN (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *12"*
HIT DICE: *112 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *C, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (9' tall)*
PSIONIC ABILITY: *219*
Attack/Defense Modes: *All/all*

Balan is a duke in the service of Belial, and leads 40 companies of bearded devils into combat. Like his soldiers, he is cruel and aggressive, given to wild, lustful rages and violent sport. Little liked even among his fellows on Phlegethos, Balan is at the most respected, and at the least tolerated. He will never back down from a fight, although he is shrewd enough not to be drawn into conflict with superior foes, given any choice in the matter. In battle he fights with his spined limbs and a weapon, favoring large axes, blades, or halberds (but he has no special or magical arms). Balan is belligerent, roaring, and loves a rough-and-tumble fight with opponents he considers weaker than himself.

Along his forearms from his elbows to the backs of his hands run rows of spines six to eight inches in length. These spines pierce and rake for 2–4 points of damage per arm per attack, and a struck opponent must save vs. poison or immediately develop a burning rash which reduces Dexterity by 1 point per round for six rounds after the attack. Subsequent poison attacks on the same target will not hasten the loss of Dexterity points, and a 6-point loss is the most that can be suffered. Recovery of lost Dexterity points begins, at the rate of 2 points per round, on the round after the victim reaches the maximum penalty of -6. Any poison strikes suffered by a victim during the recovery period will drive the victim back toward the maximum Dexterity loss of 6 points, counteracting points gained back up to that time and delaying further recovery.

Once per round, Balan can use one of the following spell-like powers: *pyrotechnics, produce flame, animate dead, detect invisibility, dispel magic, invisibility, teleport, wall of fire, push,* and (fulfill another's *limited) wish.* Balan causes *fear* with his roar (save vs. spell at -1 to avoid) in all creatures within 2". Once per day he can use a *symbol of pain.* He can also *summon* 1–4 bearded devils with a 50% chance of success. Balan regenerates 2 hit points per round.

Description: Balan appears as a giant, yellow-skinned man with fierce black brows and a beard which grows in tufts (somewhat resembling the lower barbels of a catfish). He has gray hooves and a body which darkens to scarlet about his legs and his forked tail. He typically wears a leather weapon belt and girdle, but shuns armor. He has red, flaming eyes visible at some distance, and a hoarse voice. He is quite a wit (despite a coarse sense of humor), although few converse long enough on friendly terms with him to discover this. He wears a badge upon his belt depicting his own head next to a bull's head (signifying his brutal, aggressive nature) and a ram's head (denoting the lusty side of his nature). Balan is polite and respectful to Naome, his master's consort, but other she-devils will rarely tolerate his presence.

BATHYM (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *14"*
HIT DICE: *102 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *C, P*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-8 or by weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *221*
Attack/Defense modes: *All/all*

Bathym is a duke in the service of Belial, and leads 30 companies of barbed devils. He is sometimes called "The Black Duke," after his custom of wearing jet black armor (with full helm) and a black cloak. In battle Bathym wields a black +3 mace which dispels *light, continual light,* and *faerie fire* radiances upon contact with the affected area, and causes *dancing lights* to fade away. Bathym is also armed with a long-bladed, envenomed knife (treat as a dagger of venom), and his spell-like abilities. He rides a nightmare into

battle. If summoned or bargained with, he will reveal (for a high price) knowledge of the magical lore of gemstones, herbal lore, and low-level magic-user spells (material components, casting, and general principles).

Once per round, Bathym can, at will, use one of the following spell-like powers: *pyrotechnics, produce flame, read magic , tongues, detect invisibility, wall of fire, blink, teleport, ESP, confusion,* and (fulfill another's *limited) wish.* Once per day he can cast *feeblemind,* and thrice per day he can use a 4-dice *delayed blast fireball.* Once per day Bathym can use a *symbol of sleep* (19 levels or hit dice or 99 hit points affected; saving throw indicates only nodding and dozing with a 1 in 20 chance per round of awakening fully, and automatic arousal if attacked). He causes *fear* by pointing at a target (one creature only per round, effective only within 5" range; save vs. spell to avoid). At will Bathym can summon 1-3 barbed devils (60% chance of success). Bathym regenerates 1 hit point every 2 rounds.

Description: Bathym dresses in black, and has black-hued eyes, black hooves, and black nails. His skin, horns and tail are a dead, fishbelly-white color. Bathym's forked tail is short and curled like a pig's; he is most sensitive about it and keeps it concealed. When angry, Bathym hisses like a snake when he speaks.

GAZIEL (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *16"*
HIT DICE: *116 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *P, S*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-12, or by weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (12' tall)*
PSIONIC ABILITY: *196*
Attack/Defense Modes: *All/all*

Gaziel is a duke in the service of Belial, and leads 11 companies of bone devils into battle when called upon by his master. He does nothing he does not have to do, and appears to spend much of his time brooding. In battle, Gaziel is cold and mechanical—a perfect general, never missing or forgetting any aspect of a skirmish or possible tactic. On rare occasions he appears to take some personal interest in such a fight, whereupon he becomes most savage. He fights by spitting acid up to 2" with his forked tongue (3-12 corrosive damage, will eat through metal, hide or cloth), and with whatever weapons are at hand.

Once per round Gaziel can use any one of the following spell-like powers: *pyrotechnics, produce flame, hold person, hold monster, read magic, know alignment, detect invisibility, burning hands* (doing 14 hit points of damage), *fly, teleport, dispel magic,* and (fulfill another's *limited) wish.* Once per day he can *slay living* (one creature, by touch), and twice per day he can *paralyze* a victim within 4" by pointing at the character or creature (save vs. paralyzation to avoid). Once per day he can use a *symbol of hopelessness.* Gaziel radiates *fear* in a 2" radius at will. He can *summon* 1-3 bone devils with a 60% chance of success. Gaziel regenerates 1 hit point every 2 rounds.

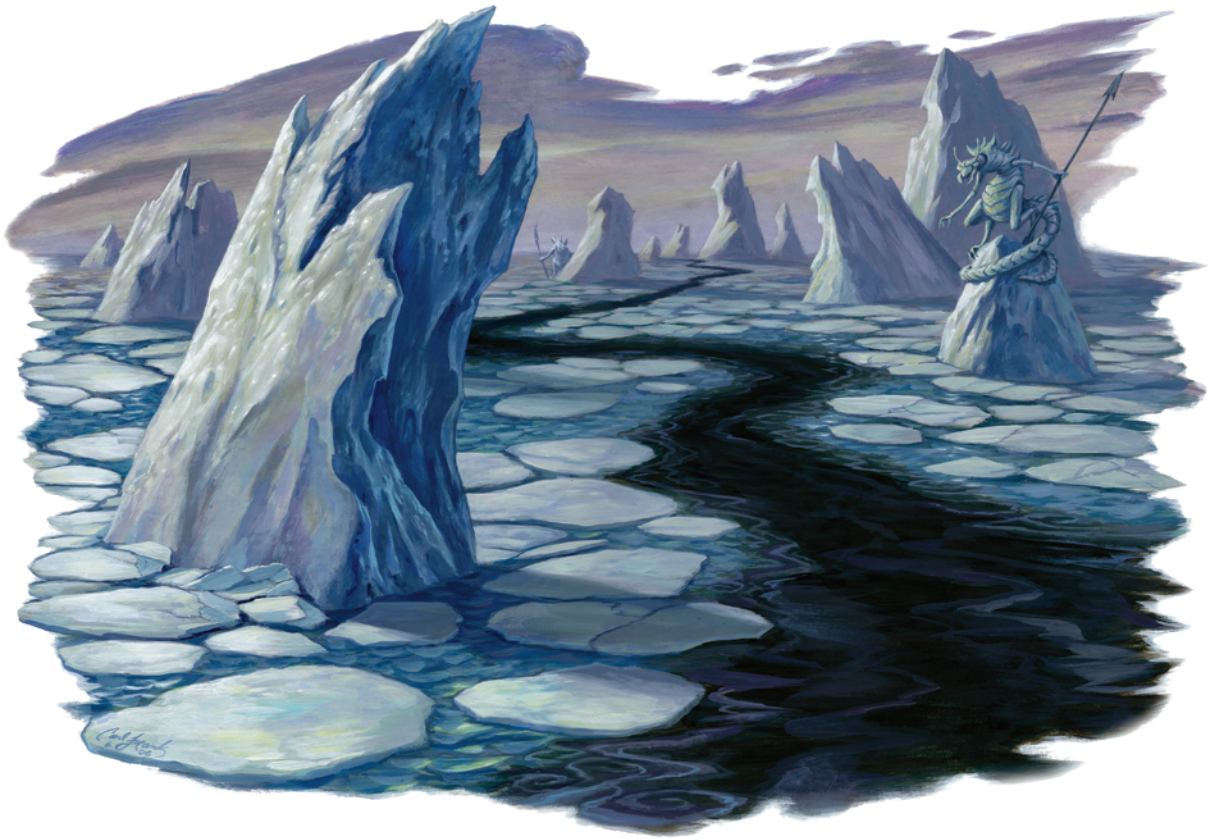
Description: Gaziel has a white, skull-like head with hollow eye sockets and small, curling pink horns, so that from a distance he resembles a bone devil. He has a brown to blood-red hued humanoid body, a red forked tail, and black hooves. His tongue is long, slim, purple-red, and forked. His wrists and knees have bulbous, bony joints, and his elbows have hooked spurs (1-6 gash damage).

5. Stygia

The fifth plane of the Nine Hells derives its name from the Styx, the mighty river of black, opaque water that falls from the endless encircling mountains and swells into a vast salt swamp that fills much of the plane. Stygia is ruled by Geryon from his huge castle, Tantlin, which lies at the center of the plane, the swamp curving about it for slightly less than half the run of its high stone walls. Stygia is a chilly place, lit by lightning flashes and "cold fires" (weird white flames that are freezing cold and do 2-12 points of damage per round of contact) that burn on rocky peaks for some time after a lightning strike. It is not known precisely what these flames feed on—they appear to blaze on bare rock—and they leave no trace on rock or ice. Much of Stygia's landscape is high, tumbled rock and ice. Avalanches and electrical storms are common, and "shooting stars" of ice sometimes hurtle across the sky from the peaks, smoking, to plunge into the swamp far below.

The swamp itself is constantly disturbed by splashes and wails, for it is the abode of the styx devils, who torment lemures constantly unless summoned by Geryon to undertake a mission. Sometimes a bone devil or horned devil will enter the swamp to join in the fun, or to chase a few styx devils, but on such occasions all of the styx devils present will eventually unite to drive them out.

Beneath the swamp lies a cold and lightless ocean, home to giant octopi and squids, whales, and many smaller, blind fish. There are no sharks or killer whales, however, for in the utter depths Sekolah, a great white shark, cruises. She long ago devoured all potential rivals, and now swims supreme, ignored by the devils, as the ruler of her deep realm. If there ever was an aquatic race of any sort at the bottom of this black river—sahuagin, diabolic, or otherwise—there is none now. The sahuagin of the Prime Material Plane worship Sekolah (see the *DDG* book) but she appears totally disinterested in all matters except where her



next meal is coming from. Much of the upper reaches of the ocean are always frozen (if they were not, much of the vegetation that makes up the swamp would have sunk to the ocean floor long ago), and Sekolah very rarely comes to the surface. When she does, lemures, hell hounds, and devils alike usually make a hasty exit from the surrounding area.

Geryon seldom leaves his great castle. He delights in physically battling lesser devils and captured intruders within the walls of Tantlin, sometimes chasing them for long periods of time throughout the halls of the castle and the gravel-strewn mines nearby, where Tantlin's blocks were and still are quarried, eternally, by captives, spined and barbed devils, and the like. Geryon delights in luring powerful creatures from other planes (that is, from outside the hells) to Stygia with carefully contrived tales of magic, lore, or other treasure, so that they can be the victims for one of his cruel hunts. Any survivors of these unsporting events go to the quarries. (Geryon, by the way, is immune to the strength-sapping power of the bone devils' tail poison.)

One of the most powerful members of Geryon's retinue is *Herodias,* whose title is magistrate. Herodias is responsible for the security of the realm and the training and ordering of Geryon's legions of bone devils, and for assuming command of the defenses of Tantlin whenever Geryon is hunting.

Geryon's bailiff, *Gorson,* concentrates on external matters. It is Gorson who observes the day-to-day activities and internal politics of the other planes of the Nine Hells, and who (unless Geryon steps in to do this directly) orders and coordinates the styx devils in their individual missions about the planes.

Geryon is perhaps the most satisfied or contented of the archdevils, and the least interested in the endless political struggle among the devils for more power, although he never misses a chance to act to the detriment of his foe Moloch, ruler of the sixth plane, or his other neighbor, Belial. Herodias and Gorson safeguard his interests (under the watchful eye of *Cozbi,* Geryon's consort), gaining much actual power while always acting in Geryon's name, and allowing Geryon to continue his "hunts" by, if not increasing his force and influence, at least preventing their erosion.

Newcomers to Stygia will find that it is cold (why the swamp and the river Styx do not freeze is a mystery to one accustomed to conditions on the Prime Material Plane), with little shelter outside Tantlin, and there is nothing to eat unless one has a taste for the flesh of devils, lemures or hell hounds. (It is not certain if such flesh is edible by humans. Some mad adventurers in the Realms have boasted of eating the flesh of devils, but the truth of their claims is unknown. If their words are true, it is impossible to say if such food is poisonous to some, carries any diseases or parasites, or if it in fact has caused their mental conditions.) Tantlin, however, is said to be richly provisioned and furnished, crammed with the bric-a-brac of centuries of plundering the wealth of other planes. (Before he gained the rulership of his own plane, Geryon was wont to undertake extended pillaging expeditions through the Prime Material Plane whenever summoned there by a foolish mortal—and he always sought out the most dangerous, and richest, foes.)

Geryon's vassals are outwardly loyal, and are often called upon to protect their master's interests. They include Amon, who commands 40 companies of bone

devils; *Agares,* who commands 31 companies of bone devils; *Machalas,* who leads 11 companies of barbed devils; and the pit fiend Fecor, who leads 8 companies of malebranche.

The fiefs of these dukes lie between Tantlin itself and the rockiest heights of the endless, frozen mountains, consisting of rising land and many long, twisting rocky canyons and hanging valleys. There are a few remote volcanic rifts in the mountains, commonly known as "steam trenches," where the malebranche dwell unless ordered elsewhere.

COZBI (Princess of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *14"/24"*
HIT DICE: *67 hit points*
% IN LAIR: *90%*
TREASURE TYPE: *C, E*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (7' tall)*
PSIONIC ABILITY: *229*
Attack/Defense Modes: *All/all*

Cozbi is consort to Geryon, ruler of the fifth plane of the Nine Hells, and is perhaps the quietest and least forceful of the diabolic princesses—but she is no easy mark. Cozbi watches her master's interests carefully at all times, for she knows well the hatred that both Moloch and Belial hold for Geryon, and she is aware of Geryon's relative weakness among the archdevils. She mistrusts both Herodias and Gorson, and is said by some to be friendly with the outcast devil *Nergal* (see Avernus section). In battle, Cozbi throws poisoned knives (Insinuative Type D; *DMG,* p. 20), and fights with a +1 spear.

Cozbi can employ the following spell-like powers, using them one at a time and one per round: *pyrotechnics, produce flame, animate dead, detect invisibility, charm monster, charm person, suggestion, dispel magic, know alignment, invisibility, polymorph self, read magic, ice storm, teleport,* and (fulfill another's *limited) wish.* Four times per day she can cast a 4-dice *lightning bolt,* and once per day she can employ a *finger of death.* She causes *fear* by speaking to an individual (save vs. spell to avoid). She can *summon* (40% chance) 1-2 styx devils or, if she chooses, 1-4 bone devils (70% chance of success). Cozbi regenerates 2 points of damage every turn.

Description: Cozbi appears as a beautiful, unnaturally tall woman with chalk-white skin and long (thigh-length) pale green hair. Her eyes are fiery green and her long nails are black. She wears belted robes and jewelry when in Tantlin, but when fighting or otherwise active strips her garments away, whereupon her diabolic nature is revealed. Her hooves are tiny and delicate, easily concealed by boots, and Cozbi customarily wraps her forked tail about her waist, or hangs it over one arm. Her skin is shaded pink to red on her belly, and red from the hips down, but her arms and upper torso are chalk-white. Her hair usually hides two tiny horns that form a crescent upon the crown of her head, and her canine teeth are slim, vampire-like fangs (1-2 points of biting damage, but in a serious fight Cozbi will rarely let an opponent get close enough to allow her to employ this bite).

GORSON (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *14"*
HIT DICE: *126 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *A, G, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *231*
Attack/Defense modes: *All/all*

Gorson is Geryon's bailiff, and in this capacity is up to his neck in the intrigues and activities of the hierarchy of the hells. A quiet, careful devil who says nothing he does not intend to, and plans ever for the future, Gorson is acutely aware of Geryon's relative weakness in comparison to the other archdevils. As a result, he always acts to strengthen the standing of "The Great Beast," but in such a way as to make Gorson himself appear useful, reasonable, and noncommittal to diabolic observers—future masters or allies—outside of Stygia. He will be quick to deal with intruders to Stygia, but will seek to keep any items seized or any knowledge gained about intruders from others as much as possible.

Gorson can employ the following spell-like powers, one at a time, and once per round: *pyrotechnics, produce flame, ice storm, animate dead, dispel magic, detect invisibility, polymorph self, invisibility read magic, friends, hold person, teleport,* and (fulfill another's *limited) wish.* Gorson causes *fear* by pointing at a target (one creature per round) within 6" range, and can use a *symbol of stunning* once per day. He can *summon* 1 styx devil (25% chance), 1-3 bone devils (60% chance), or 1-2 barbed devils (65% chance). Gorson regenerates 1 hit point per round.

Description: Gorson appears as a yellow-skinned, hawk-nosed man with black-hued eyes, small horns, a tufted lion-like tail, and black hooves. He wears saffron robes and bears a scimitar. His voice is soft and cultured; his advice and arguments always appear sound,

sensible, and convincing. In battle, Gorson appears to let out all of his pent-up feelings and go berserk, exulting in the rough-and-tumble, This is the origin of a saying in the hells, referring to someone hurrying, that the individual looks like "Gorson unleashed."

HERODIAS (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *18"*
HIT DICE: *129 hit points*
% IN LAIR: *60%*
TREASURE TYPE: *A, S, G, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *3-12/3-12, or by weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *L (8' tall)*
PSIONIC ABILITY: *236*
Attack/Defense modes: *All/all*

Herodias serves Geryon as magistrate, and is a devil of great pride and ambition. He fully expects to one day be master of the Nine Hells, and favors any change in the present regime as a step in his inexorable rise to the top.

Herodias can employ the following powers, one at a time and once per round: *pyrotechnics, produce flame, ice storm, wall of ice, animate dead, dimension door, dispel magic, detect magic, detect invisibility, polymorph self, read magic, suggestion, charm person, hold monster, hold person, teleport,* and (fulfill another's *limited) wish.* Herodias causes *fear* by touch (save vs. spell at -2 to avoid). Once per day he can *disintegrate* one creature or item of up to twice his own size, and twice per day he can cast *feeblemind.* Once per day he can employ a *symbol of hopelessness.* He can *summon* 1-4 bone devils with a 60% chance of success. Herodias is able to regenerate 2 hit points per round.

Description: Large and portly, Herodias has a humanoid body of scarlet hue, and massive, muscled arms. He has a small forked tail and small, bat-like (useless) wings. His face is round and sinister and startlingly human in appearance, and his horns are tall, curving inward and then out again like a goat's. His hooves are black.

AGARES (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *15"*
HIT DICE: *119 hit points*
% IN LAIR: *60%*
TREASURE TYPE: *G, P*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (8' tall)*
PSIONIC ABILITY: *232*
Attack/Defense Modes: *All/all*

Agares, vassal to Geryon, is a duke who commands 31 companies of bone devils. He and Amon, Geryon's most powerful duke, bear no great love one for another, and several times Herodias has had to head off open warfare between the two. Agares customarily fights with a +1 iron-shod staff, but will use any weapons at hand in a fight.

Agares can employ the following spell-like powers, one at a time and one per round: *pyrotechnics, produce flame, know alignment, dispel magic, animate dead, ice storm, detect invisibility, slow, cause earthquake, hold person, hold monster, tongues, wall of ice, teleport,* and (fulfill another's *limited) wish.* Agares radiates *fear* in a 1" radius, at will (save vs. spell to avoid). Once per day he can use a *symbol of pain.* He can *summon* 1-4 bone devils with a 65% chance of success, and regenerates 1 point of damage every 3 rounds.

Description: Agares appears as an old man, and has a brittle, quavering voice. He often bears a hawk at his wrist; these birds he captures or bargains for on the Prime Material Plane when summoned thence, and he enjoys training them as messengers or companions. He has gray-scaled, clawed reptilian feet, and a ruddy facial complexion that deepens to a scarlet body skin hue (usually concealed by robes). Agares has a stumpy, gray reptilian tail, and a humanoid body with curved, irregular-looking ribs that make his ribcage look knotted and deformed. Tufts of gray beard are matched by small, stubby gray horns. Agares has watery red eyes and red hooked nails.

MACHALAS (Duke of Hell)
FREQUENCY: *Unique (very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *16"/21"*
HIT DICE: *122 hit points*
% IN LAIR: *60%*
TREASURE TYPE: *G, P*
NO, OF ATTACKS: *2*
DAMAGE/ATTACK: *2-8, or by weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (12' tall)*
PSIONIC ABILITY: *201*
Attack/Defense Modes: *All/all*

Machalas is a duke commanding 11 companies of barbed devils at the direction of his master Geryon. The least of Geryon's dukes in both personal power

and influence, Machalas encourages the feuding between his fellow dukes Amon and Agares, while taking the side of neither, and hopes to appear Geryon's most steadfast and reliable vassal so as to gain the favor of "The Wild Beast."

Once per round, Machalas can employ one of the following spell-like powers: *pyrotechnics, produce flame, ice storm, push, blink, jump, know alignment, detect invisibility, read magic ESP, dispel magic, animate dead, wall of ice, teleport,* and (fulfill another's *limited) wish.* Once per day he can *cause insanity* (save vs. spell at –1 to avoid; see *DMG* for types) by touch, and once per day he can use a *symbol of stunning.* He radiates fear in a 1" radius at will. He can (70% chance of success) summon 1–3 barbed devils. He regenerates 1 hit point every 2 rounds.

Description: Machalas appears as a tall, thin humanoid with black, scaly skin, a black forked tail, black cloven hooves, large black batlike wings, and large jaws (2–8 damage from bite in combat). A nimble flyer, he usually wields a +2 axe or a normal spear in combat. His horned head is a startling fiery red, and his eyes are slanted and entirely white, so that they appear to have no pupils or irises unless examined very closely. His face appears ugly and batlike (the jaws most prominent), and his voice is a soft, menacing, hissing tone.

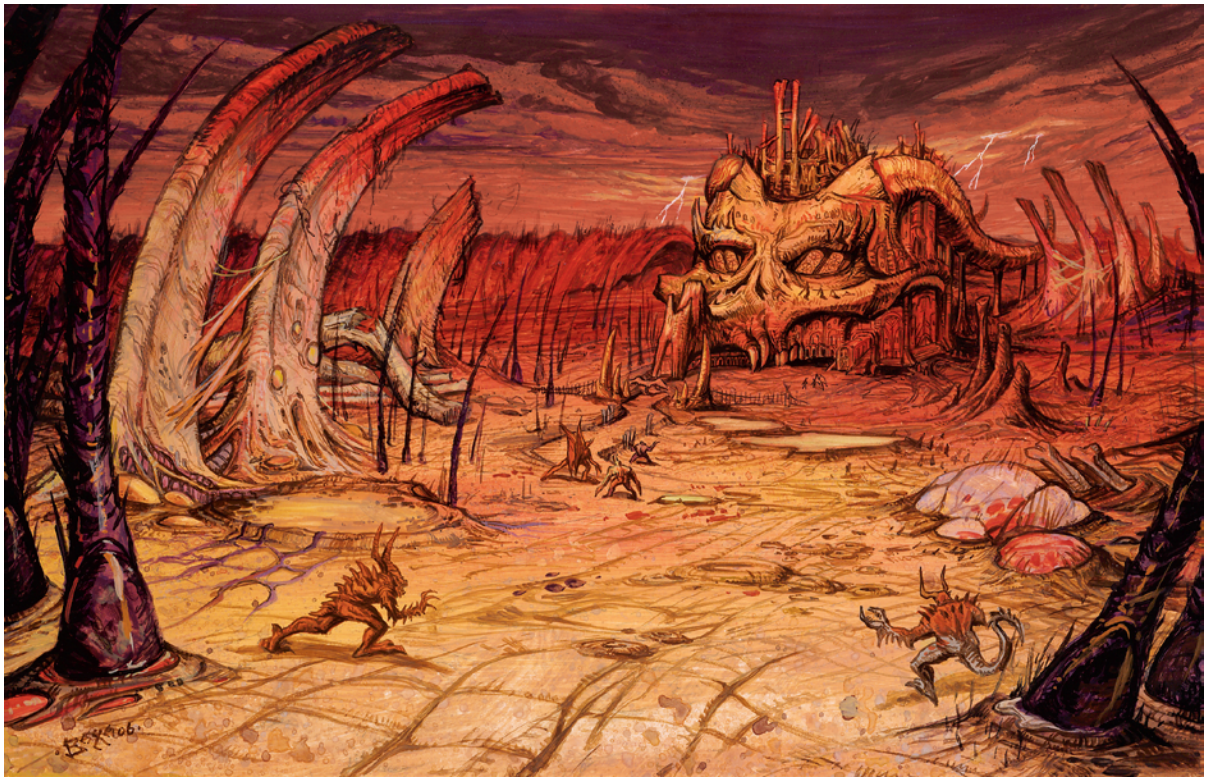
6. Malbolge

The sixth plane of the Nine Hells is ruled by Baalzebul through his viceroy Moloch (Baalzebul's own abode is not on this plane). Moloch is continually ordered about by his lord and watched by the tribune Bileth, for Baalzebul fears that to allow the Grand Duke to rest undisturbed here for long would enable him to somehow wrest control of Malbolge from the Lord of the Flies.

An outsider might well wonder why Moloch would want to rule such a place, for nothing grows in Malbolge. It is a plane of craggy, tumbled black stone and ash, filled with stinking vapors, smokes, fire pits, and huge caves and caverns. The air is always hot and choking, and intruders will find that anything flammable remaining in contact with the ground for more than 4 rounds (such as dry wood, paper, hair, dry cloth, and the like) must save versus (normal) fire or burst into flames. Any such substances that are almost continually in contact with the ground (e.g., the soles of boots) must save at the end of every 4-round period.

Malbolge is a noisy place, populated by tormented lemures, malebranche, and occasional spined and styx devils, all of whom suffer at the hands of the cruel Baalzebul (who delights in torture), upon his visits, and the almost equally cruel Moloch. Both delight in the torture and disfigurement of devils, so many (at least 50%) of the lesser devils found on this plane will hate them to the point of agreeing to active rebellion (if such an effort seems likely to succeed), and such devils are likely (80%) to be missing an arm or leg, or be suffering a similar sort of infirmity, as a result of the amusements of the Grand Duke and his master.

Malbolge is continually patrolled by pairs of malebranche who report to their commander, the pit fiend Bethage; to the legate *Tartach*; or to Moloch himself (or to Baalzebul, if the Lord of the Flies is present). Intruders are always brought alive to the horned devils' commander for torment and questioning (or the malebranche patrol themselves will suffer in the



intruders' place). Few intruders escape, and fewer still are allowed to live for any length of time, for Baalzebul jealously grasps and guards all power and knowledge that he can, seeking to keep it from other archdevils (particularly Mephistopheles and Asmodeus), so as to eventually gain the power to rule all of the hells.

Moloch moves with his consort *Lilith* from fortress to fortress of the malebranche upon Baalzebul's orders (usually brought by the herald Neabaz). Tartach is Moloch's deputy and ambassador to the vassal dukes and to visitors, and *Bileth* is the tribune installed by Baalzebul as a watchdog upon Moloch and others who would take control of the plane. Baalzebul finds it a continual struggle to retain two planes under his own sway, in a diabolic society where all are ambitious and there are not enough planes to go around. All of the vassals and assistants to Moloch, including Lilith, are regarded as loyal to Baalzebul, although Tartach and Lilith (who feel largely powerless in the current regime) might support a strong bid to seize Malbolge by another archdevil.

The defensive forces of Malbolge consist of nine companies of malebranche under the command of the pit fiend Bethage, and sixteen companies of bone devils led by the pit fiend Herobaal.

LILITH (Princess of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *16"/30"*
HIT DICE: *71 hit points*
% IN LAIR: *80%*
TREASURE TYPE: *C, I, S*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-12, or by weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *222*
Attack/Defense modes: *All/all*

Lilith is consort to Moloch, viceroy of the sixth plane of the Nine Hells. She is held in high regard by many witches on the Prime Material Plane, who hold (and keep secret from others) the rituals for summoning her thence. Lilith serves Baalzebul, but her loyalty is not what it used to be; she feels largely powerless in the current regime, and resents being moved here and there at Baalzebul's behest. She often works with the legate Tartach, who is of like mind. Lilith is personally most attractive, and many devils will do her small favors as a result.

Lilith can employ at will the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, ESP, dispel magic, read magic, tongues, charm person, detect invisibility, darkness 15' radius, invisibility, suggestion, know alignment, polymorph self, fireball* (2d6), *teleport*, and (fulfill another's *limited) wish*. Twice per day Lilith can employ a *finger of death*, and once per day she can hurl a (4d6) *lightning bolt*. She radiates *fear* at will in a 2" radius (save vs. spell at -2 to avoid). Lilith can *summon* 1-2 malebranche with a 60% chance of success. Lilith regenerates 3 points of damage every turn.

Description: Lilith appears as a beautiful, curvaceous human female of giant stature, save that her eyes are glowing white (pupils and all), her skin is crimson, and she has hooves, a serpent's tail, and small curving horns. She rarely wears garments, cloaking herself in *darkness* (see above) when *summoned* if she deems it necessary. She fights with any weapons available but prefers to strike with her tail, which does 2-12 constriction damage per round; it is long and strong enough to immobilize one M-sized target. She usually bears a slim scimitar or a barbed whip (two 10' strands with metal barbs; these do 1-8 base damage each and can strike the same or adjacent targets; they can entangle weapons or limbs, but she rarely employs them thus, fearing damage to the weapon). Significantly, a deep lash welt is commonly known in the hells as "Lilith's Mark."

TARTACH (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *12"*
HIT DICE: *114 hit points*
% IN LAIR: *75%*
TREASURE TYPE: *C, I, P*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (10' tall)*
PSIONIC ABILITY: *212*
Attack/Defense modes: *All/all*

Tartach serves Baalzebul as legate to Moloch, the viceroy of Malbolge. His loyalty to Baalzebul is outwardly strong, but Tartach feels relegated to a position of minor importance, when elsewhere in the hells many of lesser strength have higher standing. If an archdevil made a bid to gain control of Malbolge that seemed likely to succeed—or if Moloch were menaced in some way—Tartach might aid the attempt, or at least not move to block it. Tartach has a dark, cruel sense of humor, and enjoys tormenting weaker creatures. He fights with a *flame tongue* sword and a *rope of entanglement*.

Tartach can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, fireball (3d6 damage), dispel magic, detect invisibility, know alignment, hold monster, wall of fire, teleport*, and (fulfill another's *limited) wish*. Once per

day he can use a *symbol of stunning*, and once per day he can *feeblemind* another creature. Tartach causes *fear* by eye contact (save vs. spell at -3 to avoid effects) on any creatures (one target per round) within a 4" radius. He can *summon* 1-2 malebranche (with a 70% chance of success). Tartach regenerates 2 hit points per round.

Description: Tartach appears as a human of giant stature wearing a beard and mustache and with stubby, hooked horns on his forehead. He has no tail, but his feet have the pads and fur (but not the claws) of a lion, and his skin is of a fiery orange hue. He wears robes of black or purple silk, and walks with cold dignity.

BILETH (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *14"/21"*
HIT DICE: *121 hit points*
% IN LAIR: *75%*
TREASURE TYPE: *C, P*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-12, 2-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *L (9½' tall)*
PSIONIC ABILITY: *224*
Attack/Defense modes: *All/all*

Bileth serves Baalzebul as tribune on Malbolge, acting as a watchdog and a check on the actions of Moloch. Bileth speaks with the authority of Baalzebul, but stands apart from the regime run by Moloch, serving as a justiciar independent of the viceroy. Moloch can do nothing against Bileth, and must submit to his commands, but has tried to undermine the tribune's effectiveness in Malbolge by spreading the word among the malebranche that Bileth is insane.

Bileth can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, wall of fire, anti-magic shell, dispel magic, detect invisibility, know alignment, charm person, suggestion, ESP, tongues, detect lie, repulsion, teleport,* and (fulfill another's *limited) wish*. Once per day he can use a *death spell*, and twice per day he can cause a *flame strike*. Bileth causes *fear* by touch (save vs. spell at -2 to avoid) and can summon 1-2 malebranche (75% chance of success) or Baalzebul himself (5% chance of success). Bileth regenerates 2 hit points per round.

Description: Bileth appears as a large man clad in gilded coat-of-plate. He uses weapons only in a pinch, preferring to fight with his fists (2-12 damage each), backed up by his massive Strength. He is bearded, crimson-skinned, and has horns and hooves. He is tailless, but has large black batlike leathery wings. Once per day he can breathe fire (in a cone 25' long and 10' wide at its end, doing 3-18 damage; save vs. breath weapon for 2-12), but he will do this only if angered or hard-pressed.

7. Maladomini

The seventh plane of the hells is also ruled by Baalzebul, who dwells there in a great fortress of black stone. Baalzebul's fortress, Malagard, sprawls for many miles, and consists of countless black spired towers linked by many open and covered bridge-spans that crisscross and slant crazily in all directions. Here Baalzebul is attended by his consort *Baftis,* his herald *Neabaz,* and his marshal *Barbatos,* plus malebranche and many lesser devils of all sorts whom he has commanded to service. Malagard's rooms, passages, and dungeons are so vast and numerous that it is said not even the Lord of the Flies himself has visited all of them. Most of those who escape cells of torment in Malagard flee to the dungeons, seldom penetrated very deeply by the devils, and many weird creatures are said to roam this lightless underworld.

The fortress above contains many rich and sumptuously furnished chambers, many cells for prisoners and for larvae awaiting use, and rooms upon rooms that are choked with garbage. Filth of all sorts, including carrion and anything that is broken and useless (for none of the devils here can be bothered to repair anything) is carried to neglected areas of Malagard by servant spined devils, and tossed into any unused space, so that entire towers of the fortress are crammed with reeking debris.

Outside, the plane of Maladomini is very similar to Malbolge: hot underfoot (see Malbolge, above, for effects on flammable objects) and filled with stinking vapors, earth tremors and underground explosions, fire pits, smokes, and huge caves and caverns. Maladomini's surface is also despoiled by vast quarries where lesser devils and enslaved prisoners toil ceaselessly to cut the stones from which Malagard and the castles of the malebranche are built. Roads wind and crisscross the landscape from quarry to quarry to the various castles, and the entire plane is littered with the tumbled ruins of long-ago cities and towers, and the ever-larger new works.

Great arched bridges, carved with diabolic faces, span the rivers of molten lava that cut across Maladomini, and from the rivers canals have been cut to carry the liquid fire, so that it encircles every castle of the malebranche with a moat of leaping flames. The rivers of lava are swelled by volcanic cascades and eruptions, and run in the end to a great sea of lava that seems to encircle the plane. Within this sea are a ring of volcanic mountains, and within this ring lies the confusion of Malagard, malebranche castles, ruins, roads, and quarries. Baalzebul is said to have vast collections of gems and plants (the latter tended continually by enslaved creatures) in Malagard, but no green things grow in this plane outside Malagard's walls.

Neabaz (as herald) is the only devil allowed by Baalzebul to move freely about the hells. Barbatos

is charged with the duty of arranging malebranche messengers and weaponry so that the armies of Maladomini can be gathered quickly for battle. These malebranche armies—60 companies under the duke *Abigor*, and 28 under the duke *Zepar*—are customarily occupied with the endless construction of Malagard, other fortresses, and linking roads. Spined devils, typically overseen by styx devils or (rarely) bone devils, feed and tend to the wants of the malebranche laborers. Pit fiends are noticeably absent from Baalzebul's service on Maladomini; the Lord of the Flies suspects all such of being spies for Asmodeus, and is reluctant to allow any of the creatures on the same plane he inhabits.

BAFTIS (Princess of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *16"/30"*
HIT DICE: *79 hit points*
% IN LAIR: *80%*
TREASURE TYPE: *D, G*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *2-8 or by weapon type +5*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *L (9' tall)*
PSIONIC ABILITY: *220*
Attack/Defense modes: *All/all*

Baftis is consort to Baalzebul, The Lord of the Flies. A quiet, subservient consort, she is more than a little afraid of her lord, and rarely acts on her own behalf without specific permission from him. Baftis is somewhat proud and will be outraged if her person or belongings are threatened by lesser creatures. Her

fanged bite does 28 points of damage. She normally carries a bronze spear.

Baftis can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, wall of fire, wall of smoke (= fog), animate dead, dispel magic, charm person, suggestion, detect invisibility, darkness 15' radius, paralyzation (= hold person or monster,* by touch, lasts 1-3 turns; save vs. paralyzation to avoid), *teleport,* and (fulfill another's *limited) wish.* Once per day Baftis can employ a *finger of death,* and thrice per day she can *heal* herself or others (by touch). She causes *fear* by speaking to a creature within 3" (save vs. spell at -1 to avoid). Baftis can *summon* 1-3 malebranche with a 70% chance of success. She regenerates 1 point of damage every 3 rounds.

Description: Baftis appears as a tall, attractive, but rather forbidding human female, save for her tall, spired horns, batlike wings, crimson skin, and hooves. She has no tail, and—unusual for a devil—eyes of lavender hue. She almost always wears loose, open robes; it is said she is sensitive about the lighter shade of her skin down her back—of a human, almost ivory hue. Once a human on the Prime Material Plane uttered an oath mentioning "the pearly spine of Baftis," and she took that as a summons, appearing and rending the unfortunate with her jaws and claws (which do 1-3 damage each when she is weaponless).

NEABAZ (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *16"/30"*
HIT DICE: *124 hit points*
% IN LAIR: *15%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *1-6 or by weapon type +4*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *190*
Attack/Defense modes: *All/all*

Neabaz serves Baalzebul as herald, and as such is rarely idle. He respects his master and likes his work, for he is placed in the Nine Hells well above any station he could achieve by his own means, due to his association with the Lord of the Flies.

Physically weak in comparison to other greater devils, Neabaz has by Baalzebul's orders been provided with magical weaponry to augment his means of personal defense. His bare fists do only 1-6 damage each, and his chief attack is blood drain: When his human-like mouth is open, he can extrude a foot-long proboscis from within, and suck blood (1-6 points per round, both upon initial contact and thereafter for as long as he can grip the victim). Neabaz is careful and polite at all times, fearing to offend an archdevil (and any creature may be a *polymorphed* archdevil, to his slightly paranoid mind).

Neabaz can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, fireball (2d6), dispel magic, detect magic, read magic, read languages, tongues, know alignment, detect invisibility, teleport,* and (fulfill another's *limited) wish.* Once per day he can *slay living* (by touch), and at will he can cause *fear* in a 2" radius. Neabaz can *summon* (40% chance of success) 1-3 malebranche, or (50% chance of success) 1-4 bone devils. He regenerates 1 hit point every 2 rounds.

Description: Neabaz appears as a smoothly polite, cold-blooded, and very handsome man—save for his tiny pointed horns and transparent, housefly-like wings. He is customarily garbed in black tunic (open at the shoulders to accommodate his wings) and breeches, with a hat and cape of rich, blood-red silk. The cape is magical, having the ability to give forth an aura of flames (treat as a "cold version" *fire shield* that will not harm Neabaz's wings) up to four times every 24 hours at the wearer's will, each aura lasting up to three rounds as desired. Neabaz also bears a *flame tongue* blade that, when grasped, can *know alignment* of any creature pointed at, and fire 9 *magic missiles* (1 missile per spell) every 24 hours. (These items are believed to be of Prime Material Plane origin.) Neabaz carries other treasure only upon Baalzebul's business and explicit orders.

BARBATOS (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *16"*
HIT DICE: *122 hit points*
% IN LAIR: *60%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (12' tall)*
PSIONIC ABILITY: *212*
Attack/Defense modes: *All/all*

Barbatos is the marshal of Maladomini, responsible for all of Baalzebul's armies on that plane, and, through Moloch, administering also the forces of Malbolge. Authoritarian and a shrewd judge both of his warriors and of tactical problems, he has won Baalzebul's respect and limited trust. He has never displayed any personal ambitions, nor (at any time) his true feelings, so that among the hierarchy of the hells his loyalty to his master, and therefore his actions in any change of the status quo, remain unknown. Barbatos moves with lightning speed in battle, having two weapon attacks per round. He carries treasure only upon the orders and specific business of Baalzebul, and wears a gray cloak with a green hood fringed in scarlet.

Barbatos can at will use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, dispel magic, detect invisibility, detect lie, detect magic, charm person, fly, know alignment, tongues, speak with animals, repulsion, wall of fire, teleport,* and (fulfill another's *limited) wish.* Once per day he can use a *symbol of sleep,* and six times per day he can cast a 4d6 *fireball.* Barbatos breathes *fear* in a cone up to 4" distant, 2" wide at its furthest extent (save vs. breath weapon to avoid). He can *summon* 1-4 malebranche with a 70% chance of success, and regenerates 2 hit points per round.

If summoned to the Prime Material Plane, Barbatos will always appear with 2-8 malebranche. On that plane, he can track as a ranger, *pass without trace,* and *move silently* if he wills; break *wizard locks* by touch; and *detect treasure* (of a metal or mineral nature, as in the *wand of metal and mineral detection)* in a 3" radius. Those who know how to *summon* him are few, because he and his malebranche guard can usually destroy them or bear them to the hells for torment.

Description: Barbatos appears as a bearded, horned man-like giant with crimson skin, black hooves, and a tail. His eyes are green, and he talks with a rich, persuasive voice.

ABIGOR (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *14"/22"*
HIT DICE: *120 hit points*
% IN LAIR: *65%*
TREASURE TYPE: *A, I*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-16 or by weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (7½' tall)*
PSIONIC ABILITY: *210*
Attack/Defense modes: *All/all*

Abigor is a duke in the service of Baalzebul, commanding 60 companies of malebranche. He enjoys destroying other creatures in battle, and will not miss a chance to fight a weaker opponent. He wields a +2 battleaxe and a mace, and if he loses these in a skirmish he will employ anything available. Weaponless, he strikes with one massive fist while warding off attacks with the other. A blow from his hand does 2-16 damage.

Abigor can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, dispel magic, speak with dead* (who can have been dead for up to 600 days), *detect invisibility, detect magic, know alignment, tongues, teleport,* and (fulfill another's *limited) wish.* Once per day Abigor can employ a *symbol of stunning,* and once per day he can *spell turn* (as in *ring of spell turning*) a spell cast at him back at the caster (note that he can do this even with a spell that his magic resistance has protected him from). Abigor causes *fear* by touch (save vs. spell at -1 to avoid). He can *summon* 1-2 malebranche with a 70% chance of success, and regenerates 2 hit points per round.

Description: Abigor appears as an ochre-skinned, hairless humanoid with ruddy diabolic features, small horns, black hooves, and a forked tail. He has large crimson batlike wings, and a loud, bellowing voice.

ZEPAR (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *14"*
HIT DICE: *118 hit points*
% IN LAIR: *65%*
TREASURE TYPE: *A, P*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *M (5' tall)*
PSIONIC ABILITY: *217*
Attack/Defense modes: *All/all*

Zepar is a duke in the service of Baalzebul, and leads 28 companies of malebranche. Vicious and arrogant, he seldom engages in combat, but uses his magical powers and his servants to bully weaker creatures. When in a black mood, he wades into the hapless lemures and dishes out all the punishment he can deliver. He fights with a hand axe and a short sword, both envenomed like those of an erinyes (save vs. poison or faint for 1-6 melee rounds).

Zepar can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, animate dead, spectral force, blink, fly, detect invisibility, tongues, suggestion, teleport,* and (fulfill another's *limited) wish*. His touch can (at will) cause one of the following: *fear* (save vs. spell at -1 or cower on the spot, dropping weapons, if save fails); *lust* (cease hostilities and approach the first creature of like race and opposite sex; this effect lasts only 4 rounds and ceases in any case when the affected person is attacked—by Zepar, the intended object of his or her affections, or another); or a *shocking grasp* (11-18 points of damage). Once per day Zepar can *polymorph other* (save at -1) and once per day employ a *symbol of insanity*. He can *summon* 1-3 malebranche with a 70% chance of success, and regenerates 1 hit point per round.

Description: Zepar appears as a slight, dark-complexioned man dressed in scarlet armor, with a grotesque clubfoot and a forked tail. He has small horns (concealed by his helm) and speaks in a grating, contemptuous voice. Beneath his armor (without which he is AC -2) is crimson skin, and a "normal" human foot that has retractile black catlike claws (1-4 raking damage if unbooted).

8. Cania

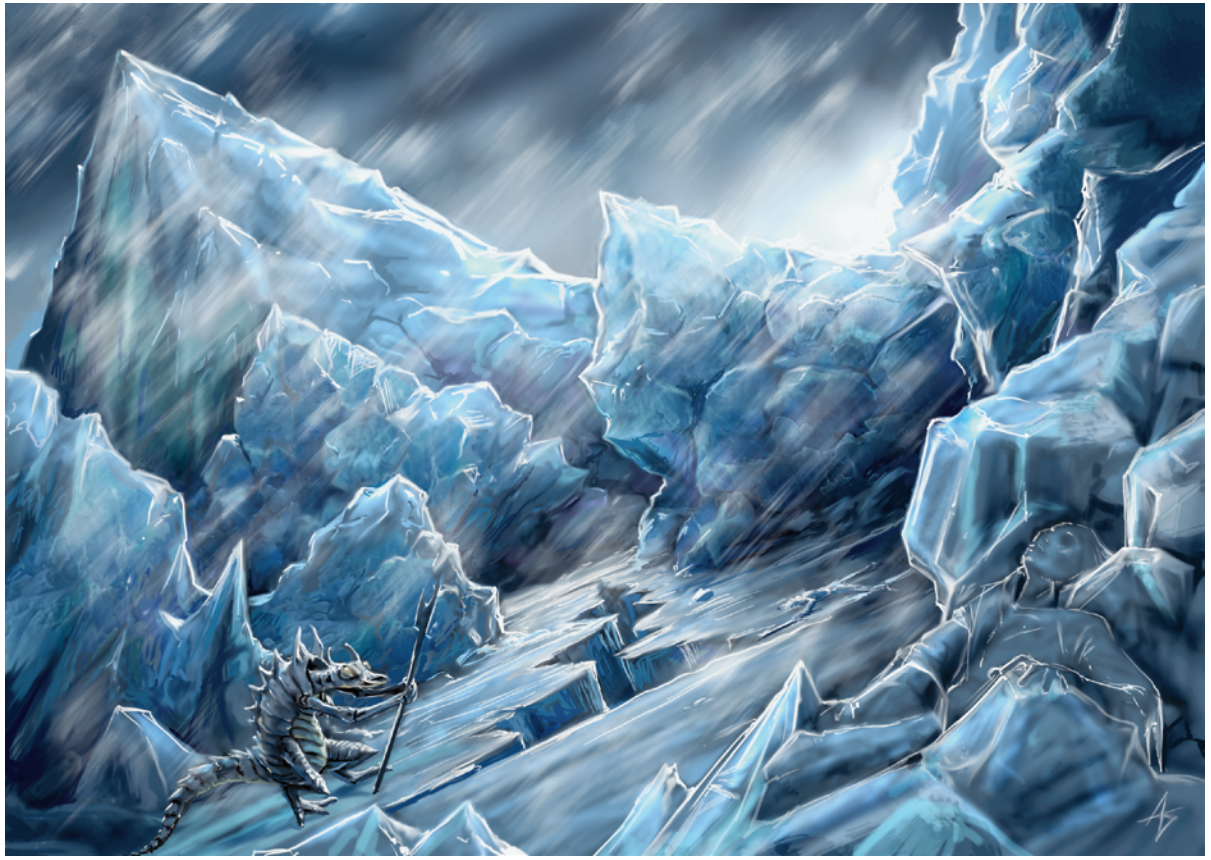
The frigid eighth plane of the hells is ruled by Mephistopheles, the mighty Lord of No Mercy or Cold Lord. This scheming archdevil rules the frozen wastes of Caina with the help of his consort *Baalphegor* and his staff: *Barbas,* chamberlain of Mephistar (Mephistopheles' iron citadel) and guardian of Mephistopheles' wealth and treasures; *Adonides,* steward of Caina, who oversees the administration and defense of the realm; and *Bele,* justiciar, who sits in judgement of all disputes within Caina. Mephistopheles is cunning enough to allow the appearance of justice—and thus win the ease and resulting loyalty of his vassals, as well as reassurance for other devils elsewhere in the Nine Hells who might consider supporting him in a bid to overthrow Asmodeus, showing them that an independent judiciary would be installed under the rule of Mephistopheles, were he to become Overlord of Hell.

Malebranche and spined devils staff the iron citadel of Mephistar, which perches high in the icy

mountains at the heart of the plane. Much of Caina is a land of ice-covered boulders and mountains, ruins of stone (for it took the devils long to learn that nothing on the glaciers could withstand the inexorable ice), and sprawling glaciers. *Bifrons,* one of the dukes of Caina, rules from a cold blue palace carved out of the slow-moving ice of a rift in the center of the great glacier Nargus. This glacier is staffed by the ice devils who populate the plane, and by spined devils, who perform the most menial tasks.

Mephistopheles is one of the most careful and suspicious of the archdevils, and the halls and chambers of Mephistar are patrolled and inhabited by devils in accordance with a strict schedule of activities. Only Bele, Barbas, and Adonides are free of this iron regimentation, and Mephistopheles wants to know where they are and what they are doing at all times. All three devils delight in deceiving their lord as to precisely where they are and what they are doing, but such deceptions are always small things, for they dare go no further in light of the possible punishments.

A visitor will find Caina numbingly cold—without heat, most warm-blooded creatures can only survive for a few hours before suffering chills, later frostbite, and then death. Certainly any such creature that goes to sleep, falls unconscious, or is rendered immobile in the open without heat will die shortly. Ice devils will be immediately attracted to any fire (note that the raw materials for such a blaze will have to be brought by the visitor, since no combustibles are to be found), and will attack without hesitation. If far from Nargus, an ice devil is not likely to inform Mephistopheles or his staff of the existence of intruders unless there is a chance that other devils have seen them too, and are likely to report them. If a party should escape a lone ice devil, the latter will not warn others of their presence, but will itself remain alert for signs of them.



Were it not for the cold and the lack of food (some tales speak of remorhaz or "glacier worms" in Caina, but if any exist they must be very rare), Caina would offer intruders many inviting places of concealment—there are many hidden valleys in the mountains, and countless ice-caves. Corpses, it should be noted, will freeze and be preserved perfectly, so killers of all sorts are advised to seek deep crevasses or snowbanks to conceal such remains.

The dukes of Caina are *Hutijin,* who commands two mighty legions of pit fiends, the nobles of Caina (including Silcharde, Bechard, Guland, Sphandor, and Buldumech); *Bifrons,* who commands 26 companies of ice devils in Nargus; and *Nexroth,* who leads 16 companies of malebranche. The pit fiends and malebranche dwell in the rocky spires and pits of the outermost fringes of Caina. These are hot regions crisscrossed by colder, steaming, slimy waters which at length give way to marches of icy ooze which rise at length into the frozen mountains of the plane's interior.

The strength and ambition of the pit fiends (particularly those named above) are a weakness in Mephistopheles' control over his own plane—a weakness encouraged and delighted in by his foes—particularly Baalzebul, who has spies among the malebranche, and seeks to foster unrest. Only a few of the pit fiends remain strictly loyal to Mephistopheles (without Hutijin, the Cold Lord would soon face open revolt and could not hold the plane). Most seek to gain

the most power they can in any change of rulership, and favor dissent and change among the archdevils as the only way to better their own lot. None have openly defied Mephistopheles yet, but a time will come... unless, of course, Mephistopheles defeats Asmodeus, whereupon their loyalty will be loudly conspicuous. Mephistopheles is openly distrustful of Nexroth, who is totally selfish and loyal only to himself; he will do whatever seems best for his own advancement. Nexroth retains his command only because he seems the most reliable of the pit fiends, and Mephistopheles dares not allow open conflict within Caina for fear that another archdevil would take advantage of the situation. If not for this, the Cold Lord would cheerfully shift the command whenever it suited him, playing the pit fiends off against one another indefinitely.

BAALPHEGOR (Princess of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *19"/29"*
HIT DICE: *82 hit points*
% IN LAIR: *90%*
TREASURE TYPE: *R, X, Z*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *80%*
INTELLIGENCE: *Supra-genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (5½' tall)*
PSIONIC ABILITY: *229*
Attack/Defense modes: *All/all*

Baalphegor is consort to Mephistopheles, and a most highly regarded she-devil. Personally attractive (and a practiced diplomat), she is charming in manner and artful in thought; she has invented many of the strategies and devices used in the hells. Asmodeus regards her as one of his most valuable assets, and tolerates the machinations of Mephistopheles largely because of her. Baalphegor's own desires are seldom revealed; she appears loyal to the hells and devoted to Mephistopheles, and manages to avoid making a distinction between the two.

Baalphegor can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, animate dead, dispel magic, charm person, suggestion, detect invisibility, enchant an item, permanency, teleport,* and (fulfill another's *limited) wish.* Once per day Baalphegor can employ a *finger of death,* once per day unleash *chain lightning,* and once per day *heal* herself. She causes *fear* (2" range) by pointing at the desired creature (save vs. spell at -2 to avoid). She can summon 1-2 devils with a 75% chance of success. Baalphegor regenerates 1 point of damage every 4 rounds.

Description: Baalphegor is a musical-voiced, beautiful female, apparently human, save for her ruby-red eyes, forked tail, and slim, delicate leathery wings. Her feet are human in appearance, and she is sleek and curvaceous, with cinnamon-brown skin. She appears young and carefree, but when angered her light voice can crack like a whip, and her eyes flash fire.

BELE (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *14"/20"*
HIT DICE: *112 hit points*
% IN LAIR: *95%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +8*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *232*
Attack/Defense modes: *All/all*

Bele serves Mephistopheles as justiciar of Caina, spending most of his time in the fortress of Mephistar, dispensing impartial justice within the Cold Lord's realm. Some in Caina (among the pit fiends) openly doubt if Bele's justice is impartial– ut it is true that Mephistopheles does not intervene on a case-by-case basis to overrule or influence his judgments. Mephistopheles and Bele do agree upon (and periodically discuss) the basic principles and some specific details of what precisely "justice," in Caina, is and should be. As a result, Bele's judgments are opposed to any rebellious or disorderly actions, although they occasionally stand against Mephistopheles' orders. Perhaps the most important fact in the matter is that Bele would not have his present office without the permission of Mephistopheles; if Bele's judgments ever run too much against his master's will, that office will end. Bele has no real treasure, on Mephistopheles' orders.

Bele can use the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, ice storm, ESP, detect lie, know alignment, tongues, read magic, read languages, hold person, hold monster, fools gold, legend lore, teleport,* and (fulfill another's *limited) wish.* Twice per day he can cause a *flame strike,* and once per day he can *banish* (as in the spell *banishment)* a creature (or creatures) of up to 16 levels or hit dice to its own plane. Bele causes *fear* by voice tone in a 6" radius (save vs. spell at -3 to avoid). He can summon 1-3 ice devils (60% chance of success), or 1-2 pit fiends (30%). Bele regenerates 1 hit point per round.

Description: Bele appears as a tall, handsome, hollow-eyed man with ivory skin, a curling beard and pencil-thin mustache, a low, nasal voice, tiny horns, and long black robes. Beneath the robes are concealed a short forked tail, a crimson-skinned lower torso, and a belt bearing Bele's black rod of office (equivalent to a *rod of smiting*) and a *dagger of venom*. When Bele disrobes, his leathery wings can spread to a surprisingly large (20') wingspan.

ADONIDES (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *16"/28"*
HIT DICE: *121 hit points*
% IN LAIR: *55%*
TREASURE TYPE: *R, X, Z*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (8' tall)*
PSIONIC ABILITY: *228*
Attack/Defense Modes: *All/all*

Adonides serves Mephistopheles as the steward of Caina, responsible for the security and internal stability of the realm. His experiences thus far have made him mistrust all pit fiends (even watching the dukes Nexroth and Hutijin with a wary eye), and to suspect every ice devil and malebranche of being a spy for Baalzebul. Adonides is naturally cruel and high-handed, and—since Barbas is chamberlain of Mephistar, and the steward has no authority there—the steward of Caina spends much of his time roaming the plane with a guard of 16 ice devils, searching for and punishing intruders and those who misbehave or act to betray Mephistopheles. In battle Adonides bears a twisted, spiked +1 staff (1-8 +1 damage, +7 if Adonides wields it) with which he can strike twice (against 2 different targets, if he so wishes) in a round.

Adonides can use the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, ice storm, wall of ice, cone of cold* (1d4 +16 damage), *lightning bolt* (4d6), *detect lie, know alignment, dispel magic, teleport,* and (fulfill another's *limited) wish*. Once per day Adonides can *heal* himself (or another, by touch), and once per day he can use a *symbol of stunning*. He causes *fear* by pointing at the desired creature (one target per round; save vs. spell at -1 to avoid), and can *summon* 1-6 ice devils (70% chance of success) when desired. He regenerates 2 hit points per round.

Description: Adonides appears as a young, long-haired, darkly handsome man of giant stature. He has unusual glittering black eyes and a fanged grin. The hair hides two small horns; Adonides wears robes to hide his short forked tail and scarlet torso.

BARBAS (Duke of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
MOVE: *16"*
HIT DICE: *110 hit points*
% IN LAIR: *95%*
TREASURE TYPE: *R, X, Z*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *By weapon type +7*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (10' tall)*
PSIONIC ABILITY: *224*
Attack/Defense Modes: *All/all*

Barbas serves Mephistopheles as chamberlain, running the citadel of Mephistar and seeing to the security of Mephistopheles' treasure. Proud and arrogant, Barbas is as openly cruel as any devil in Caina is allowed to be under the rule of Mephistopheles. Totally unscrupulous and dishonest, Barbas is kept in check—and the treasure in his care where it is supposed to be—by the combined scrutiny of Bele, Adonides, and Mephistopheles himself. He retains his position by the brilliant deceptions he practices in the name of security, catching or misdirecting the spies of other archdevils and deflecting the greed of those native to Caina. Barbas is lazy and gross-bodied, but snake-quick in battle, and attacks twice per round with his *staff of striking*. He also bears a goad, which is an iron rod topped with a hook at one end. It was fashioned by a chaotic good smith, and does 4-24 damage to devils and other LE creatures, but only 2-8 damage to others (of S or M size; only 1-6 vs. L). Barbas also bears a *dagger of venom* (perhaps more than one) hidden about his person.

Barbas can employ the following spell-like powers, one at a time and once per round: *pyrotechnics, produce flame, wall of ice, lightning bolt (2d6), detect lie, ESP, tongues, hold person, shield, teleport,* and (fulfill another's *limited) wish*. Once per day Barbas can use a *symbol of insanity,* and once per day he can *slay living* (by touch; saving throw at +1). Barbas causes *fear* by eye contact (at will, one victim per round, 4" effective range). He can *summon* 1-3 ice devils (60% chance of success), or 2-8 spined devils (70%). He regenerates 1 hit point per round.

Description: Barbas appears as a giant, bearded man with large lips and an enormous belly. He wears voluminous robes, which conceal his forked tail, hooves, and crimson skin covered with thick, oily black hair.

BIFRONS (Duke of Hell)
MOVE: *18"*
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-3*
HIT DICE: *141 hit points*
% IN LAIR: *65%*
TREASURE TYPE: *R, Q (x6), Z*
NO. OF ATTACKS: *2*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *65%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Lawful evil*
SIZE: *L (12' tall)*
PSIONIC ABILITY: *228*
Attack/Defense Modes: *All/all*

Bifrons is a mighty duke, leading 26 companies of ice devils into battle at the behest of Mephistopheles. The Cold Duke rules the glaciers of Caina's interior from his ice palace in Nargus, and appears both vigilant and loyal to Mephisto. Bifrons is a clear-headed, rather dispassionate philosopher. He enjoys arguments and contests of reason and logic, but does not let these distract him from more pragmatic concerns. (Bear in mind that Bifrons is exceptionally intelligent and lawful evil, and will approach and leave all such arguments convinced that a social order wherein the stronger rule the weaker is the only practical way to exist, and that good promotes incompetence and mediocrity.)

Bifrons collects gems, enjoys skillful ice sculpture (although doing none himself), has a natural knack for navigating (knowing where he is, even on the Prime Material Plane, and intuitively knowing accurate compass directions), and, has the awesome strength of a cloud giant. He bears an envenomed scimitar (with effects as for the weapon of an erinyes) and a flail (each doing +7 damage in Bifron's hands), but usually fights barehanded, each fist striking for 4-24 damage. He is immune to cold damage of all types (including magic and dragon breath).

Bifrons can employ the following spell-like powers at will, one at a time and once per round: *pyrotechnics, produce flame, dispel magic, ice storm, cone of cold* (6d4 +6 damage), *detect magic, detect invisibility, teleport,* and (fulfill another's *limited) wish*. Once per day he can unleash *chain lightning* (7d6 damage), and once per day use a *symbol of stunning*. He causes *fear* (6" range) by eye contact (save vs. spell at -2 to avoid). He can *summon* 1-6 ice devils with a 70% chance of success. (If Bifrons is encountered in Nargus itself, 9-12 ice devils will be in attendance about him.) Optionally, he can *summon* 1-8 spined devils (60% chance of success). Bifrons regenerates 2 hit points per round.

Description: Bifrons appears as a wingless, gray-skinned and heavily muscled devil with stubby horns on his brow, a humanoid torso, and a snake-like lower body (from the hip down, with no legs). He has totally white, slanted eyes, large nostrils and mouth, and a deep, rumbling voice.

9. Nessus

The vast and gloomy ninth and nethermost plane of the hells is known as Nessus, or Cocytus (after the lake therein), and is the personal realm of Asmodeus, Overlord of the hells. Asmodeus inhabits a grand palace, a fey court of darksome beauty, which rests upon the floor of the lowest rift in Nessus. If this abode has a name, it is little used and unknown to men. It is known that smoke rises from its very stones when they are trod by one not of lawful evil alignment, and that Asmodeus has gathered here all objects that he finds beautiful (including much seen as beautiful by man).

It is known that Asmodeus can summon each archdevil to his court here, once a year, but more details of his palace are few indeed, understandably, since few travelers return whole to the Prime Material Plane after being in the clutches of the Great Devil himself. All manner of beings may be found within its extensive halls, for Asmodeus, a master strategist, makes use of all the powers and talents available in the hells to further his own ends. His bodyguards and personal servants are the mighty pit fiends; outside of the palace, one is more likely to encounter them in Nessus than any other creature, for they are constantly flying here and there at the Overlord's bidding. Knowledge of the geography of Nessus is similarly incomplete and possibly inaccurate, but it is known to be a rocky, misty realm that holds many dangers for the unwary.

Lethe, the river of forgetfulness, winds aimlessly about Nessus; no mortal has ever found its source or outflow. All creatures who touch its clear green waters (except devils, who are immune to Lethe's power) must save vs. poison or be permanently *feeble-minded* (only a *wish, alter reality,* or *limited wish* will reverse this), and even if cured, victims will lose all memories of the time preceding their cure. Some say that the river Lethe flows through dimensional space in some incomprehensible way, and thereby also flows on the Prime Material Plane. It may thus provide another entry and exit to the deepest plane of the hells—but if any have traveled this route and survived, they do not talk of it.

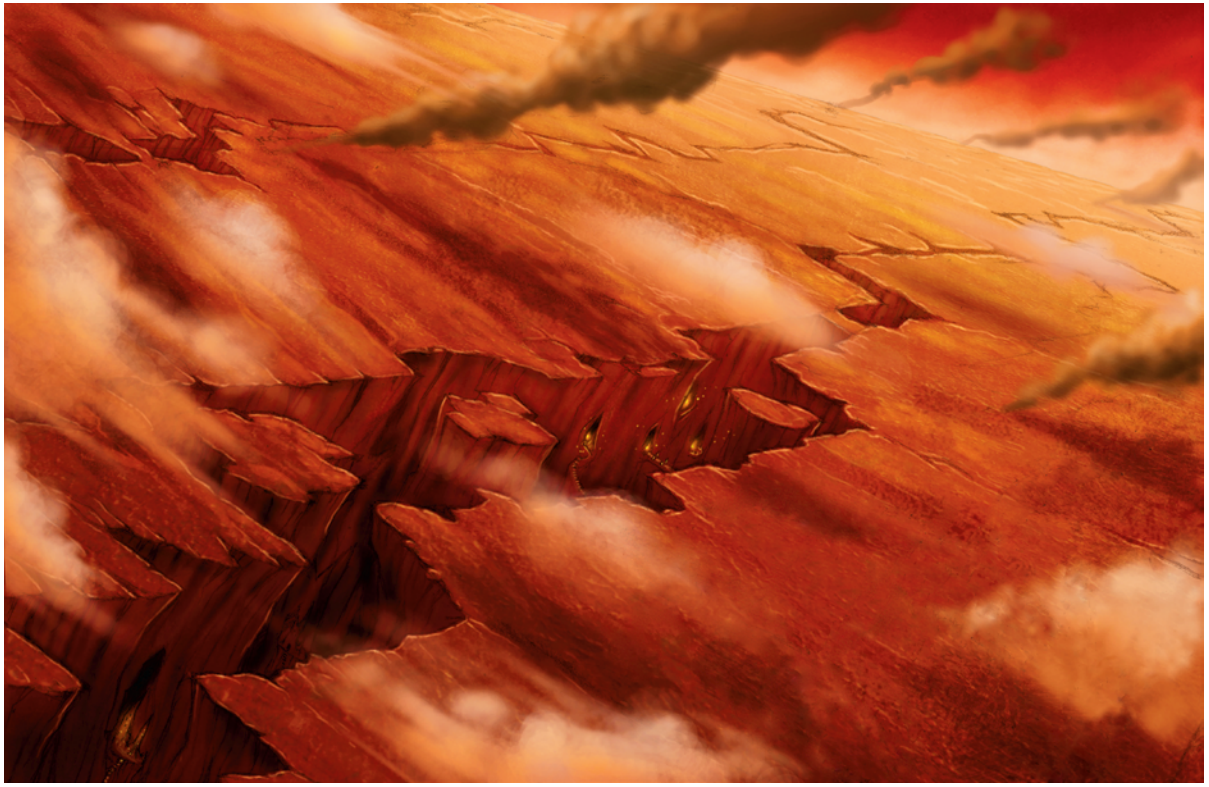
The lake of Cocytus lies far from the palace of the Overlord, high up in a bowl of rock surrounded by crags. It is frozen; a glassy-smooth surface of ice tens of feet thick—and within the ice are trapped the bodies of all who have ever ventured across it, for the ice always rises suddenly, in jaws, to engulf them. A *dispel magic* or *slow* will slow this action enough for a creature to escape or be helped clear, in haste, and a *wall of force* or even a *wall of ice* will temporarily jam the jaws open and also permit escape. A *shatter* spell or the physical force wielded by most creatures will not affect the ice, but a *crystalbrittle* spell cast upon it will render the ice fragile (to the extent of the spell's area of effect), subject to the effects of all normal

weapons and implements, and a *hammer of thunderbolts* will shatter it easily (perhaps also damaging a trapped victim). Any magical and/or natural combination of strength equal to a storm giant's (such as the natural might of Asmodeus or Geryon) can affect the ice of Cocytus.

On the slopes between the crags that surround the Lake of Fear (Cocytus) and the winding river Lethe stands a huge wood of trees whose leaves are always burning, but are not consumed by the flames. A blazing branch taken from one of these trees will burn—equal in heat and fire effects to a normal blaze, doing 1–4 points of burn damage per contact—ceaselessly, even if taken to another plane. Water, cold, winds, lack of air, etc., will not douse it, nor will water- or cold-related spells. Nothing short of a *limited wish* will douse it while in the hells; outside the hells, a *dispel magic* or contact with the area of effect of a *protection from evil* (for such a branch is strongly evil) will extinguish it forever, but *affect normal fires* will have no effect. If a branch is broken off, it will bleed, yielding a small quantity of blue-green ichor, a substance fabled in magical lore as an ingredient in many potions, spell inks, and processes for the making of magical items.

Within the course of the river Lethe is the central area of Nessus, a region of twisted and scorched rock broken by many rifts and knife-edged ridges, and within this area the firewinds sweep. A firewind is a permanent *wall of fire* (as in the spell) of triple strength and damage, typically up to a quarter of a mile in length, that sweeps over the ground in the forefront of a howling wind (26" movement rate). The firewinds blow at random, and may join or break apart in accordance with the topography of the land or for no apparent reason. Usually they will sweep over a creature on the ground in a single round, enveloping it briefly for 4–24 points of damage (save for half damage). Loose garments, small birds, and so forth may be blown away with the firewind, but in its wake there is relative calm. The bones of many creatures litter this inner desolation of Nessus, and a traveler will find that the rifts grow deeper as one heads inward, so that the bottom of the lowest plane of the hells is a huge bowl or gulf. Here the air is always smoky, and the firewinds howl, and here, at the bottom of the lowest rift (where the firewinds do not reach, but pass overhead) is the infernally grand palace of Asmodeus. Some sages say that in the center of the palace is a great *gate* that will allow transport from this place to any plane (of the user's choice) in the multiverse. This gate, they say, will allow passage of any number or amount of creatures and objects, and Asmodeus cannot destroy it or affect its operation. (Devils and other creatures of lawful evil alignment attempting to use it, regardless of power, will be destroyed.) Some believe that the Overlord deliberately built his palace atop it so as to control access to and from the hells; somewhere in the Prime Material Plane, it is hinted, lies the way into the Nine Hells via this gate. The existence of this gate is supported by the legend that to escape the hells, one must descend to the deepest part of the plane. The maker of the gate is unknown, but is probably one or more of the greater gods.

Asmodeus rarely leaves his palace, making his will known and acted upon by servants of apparently unshakeable loyalty. *Adramalech* serves him as chancellor, recording the numbers, acquisitions, and transformations of the lemurs and larvae, torments suffered by devils, the names of those who serve the



diabolic on other planes, and the making and terms of all pacts and contracts. The Keeper of the Records answers to no one but the Overlord himself, and has his own tower in the palace, ringed at all times by six pit fiends. This guard detail is ordered by the pit fiend Baalberith, major domo of the palace, probably at the behest of Asmodeus, and is little liked by Adramalech. A similar guard rings the chamber or person of *Bensozia,* consort to Asmodeus, at all times. Another 54 pit fiends round out the palace guard. *Phongor* is the most feared devil in Nessus, after Asmodeus himself; he serves Asmodeus as inquisitor, and little information escapes his probing questions and methods of persuasion.

The greatest pit fiend of all, the awesomely scarred, broken-winged Alastor, serves Asmodeus as executioner. His strength is that of a storm giant's, and he never speaks. It is said in the hells that if all were swept away and Asmodeus could choose but one devil as a companion, that one would be neither consort nor lieutenant, but Alastor the Grim. Another pit fiend, Martinet, is constable of Nessus, responsible for the personal armies of Asmodeus. These armies camp eternally around the palace, and their generals confer often with the Overlord. These proud dukes are: *Buer,* who commands 15 companies of pit fiends; *Morax,* leader of nine such companies; *Bune,* general of 30 companies of malebranche; *Rimmon,* head of five companies of ice devils; and *Zagum,* leader of 30 companies of barbed devils. It is said that the nycadaemon Daerith once appeared unannounced over the lake of Cocytus and flew toward the palace of Asmodeus, and before it reached the crags about the lake was destroyed utterly, torn apart bodily by pit fiends on patrol. With such guardians, it is small wonder why the mysteries of the plane are so many, and the visitors who return whence they came so few.

BENSOZIA (Queen of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *18"/26"*
HIT DICE: *86 hit points*
% IN LAIR: *95%*
TREASURE TYPE: *C, R, X*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *2-12*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *80%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *261*
Attack/Defense modes: *All/all*

Bensozia is the consort of Asmodeus, and staunchly supports her mate. She is personally the most powerful of the consorts, but her influence is entirely linked with that of Asmodeus; it is said that "Bensozia speaks not, save by the leave of the Great One." Bensozia seems happy in her position, although she is not always physically with Asmodeus, but her natural manner is coldly polite and haughty, seldom revealing her true feelings. She bears a brass scepter that does 4-16 damage to all creatures of good alignment, 3-12 damage to devils, and 2-8 damage to others. Empty-handed, she strikes with her hands for 2-12 damage.

Bensozia can use the following spell-like powers at will, once per round and only one at a time: *pyrotechnics, produce flame, animate dead, fireball* (3d6), lightning bolt (2d6), *dispel magic, charm person, charm monster, suggestion, ESP, detect invisibility, detect magic, identify, sending* (to Asmodeus only), *teleport,* and (fulfill another's *limited) wish.* Twice per day Bensozia can employ a *finger of death,* and once per day *heal* herself. She causes *fear* (6" range) by speaking to an individual (save vs. spell at -2 to avoid), and can *summon* 1-2 pit fiends (50% chance), or 1-4 malebranche (30% chance). Bensozia regenerates 1 point of damage every 3 rounds.

Description: Bensozia is a tall statuesque, human-appearing devil. She has long white hair, large glistening black eyes, scarlet skin, large brown hooves, and a forked tail. She always wears loose black robes with a scarlet silk lining within, and, as Queen of Hell, a diadem of beaten gold set with large rubies (total value 26,000 gp).

ADRAMALECH (Chancellor of Hell)
FREQUENCY: *Unique (Very rare)*
NO. APPEARING: *1*
ARMOR CLASS: *-1*
MOVE: *14"*
HIT DICE: *133 hit points*
% IN LAIR: *90%*
TREASURE TYPE: *I, S, Z*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *By weapon type +6*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *See below*
MAGIC RESISTANCE: *75%*
INTELLIGENCE: *Genius*
ALIGNMENT: *Lawful evil*
SIZE: *M (6' tall)*
PSIONIC ABILITY: *245*
Attack/Defense Modes: *All/all*

Adramalech, the cruel and malicious Chancellor of Hell, aids Asmodeus greatly from his tower in the Overlord's palace in Nessus. The Keeper of Records answers only to Asmodeus, and spends much of his time observing (through his spies and openly recognized informants, the latter including all pit fiends in the hierarchy of the hells) events in the infernal regions and elsewhere. The Infernal Records (sometimes called "The Book of Fire" by men, although the records actually take up many folios and papers) contain all true names of devils known to Adramalech

Epic Campain

by Aaron Williams

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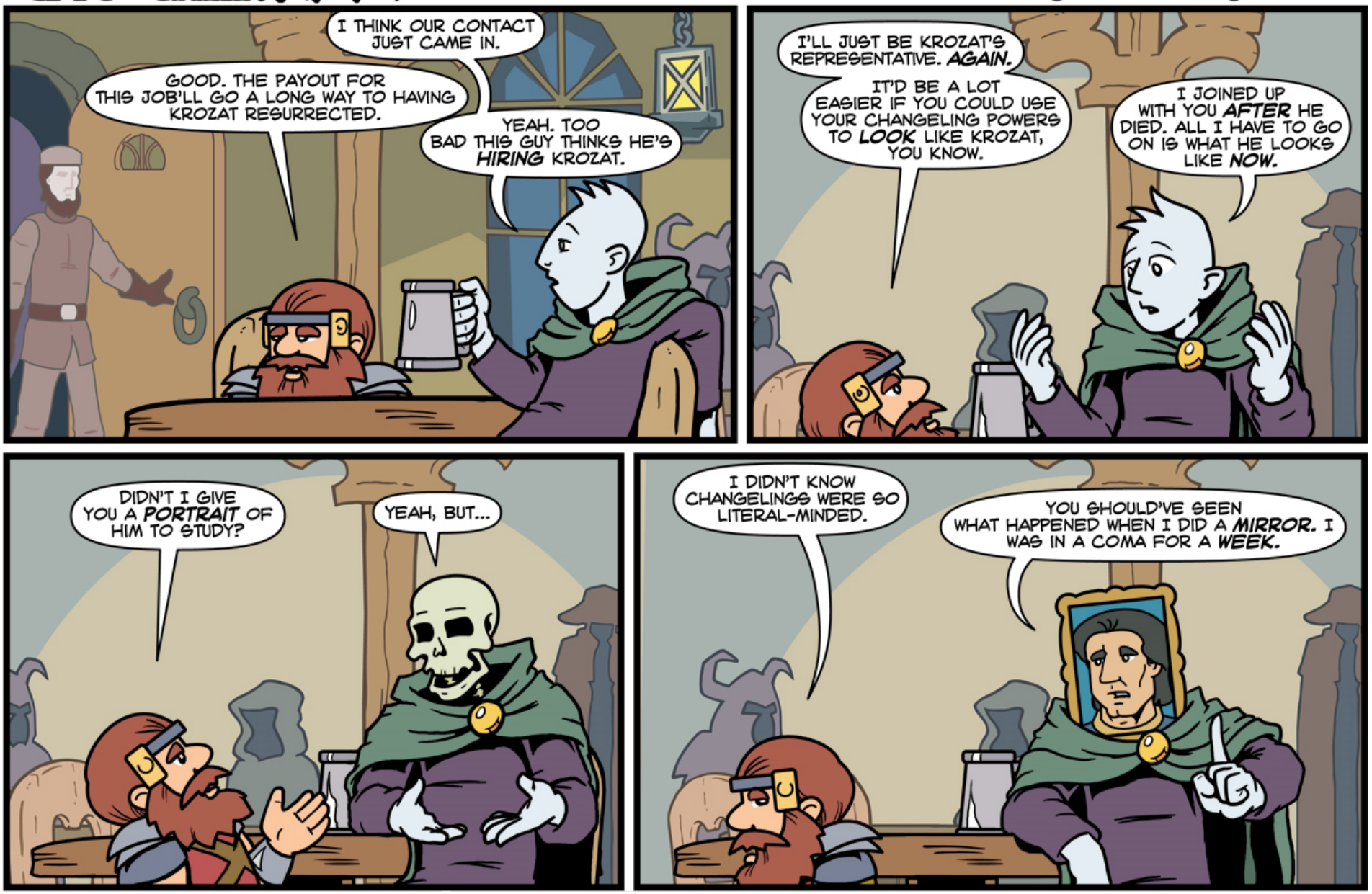
I THINK OUR CONTACT JUST CAME IN.
GOOD. THE PAYOUT FOR THIS JOB'LL GO A LONG WAY TO HAVING KROZAT RESURRECTED.
YEAH. TOO BAD THIS GUY THINKS HE'S HIRING KROZAT.
I'LL JUST BE KROZAT'S REPRESENTATIVE. AGAIN.
IT'D BE A LOT EASIER IF YOU COULD USE YOUR CHANGELING POWERS TO LOOK LIKE KROZAT, YOU KNOW.
I JOINED UP WITH YOU AFTER HE DIED. ALL I HAVE TO GO ON IS WHAT HE LOOKS LIKE NOW.
DIDN'T I GIVE YOU A PORTRAIT OF HIM TO STUDY?
YEAH, BUT...
I DIDN'T KNOW CHANGELINGS WERE SO LITERAL-MINDED.
YOU SHOULD'VE SEEN WHAT HAPPENED WHEN I DID A MIRROR. I WAS IN A COMA FOR A WEEK.

Epic Campain

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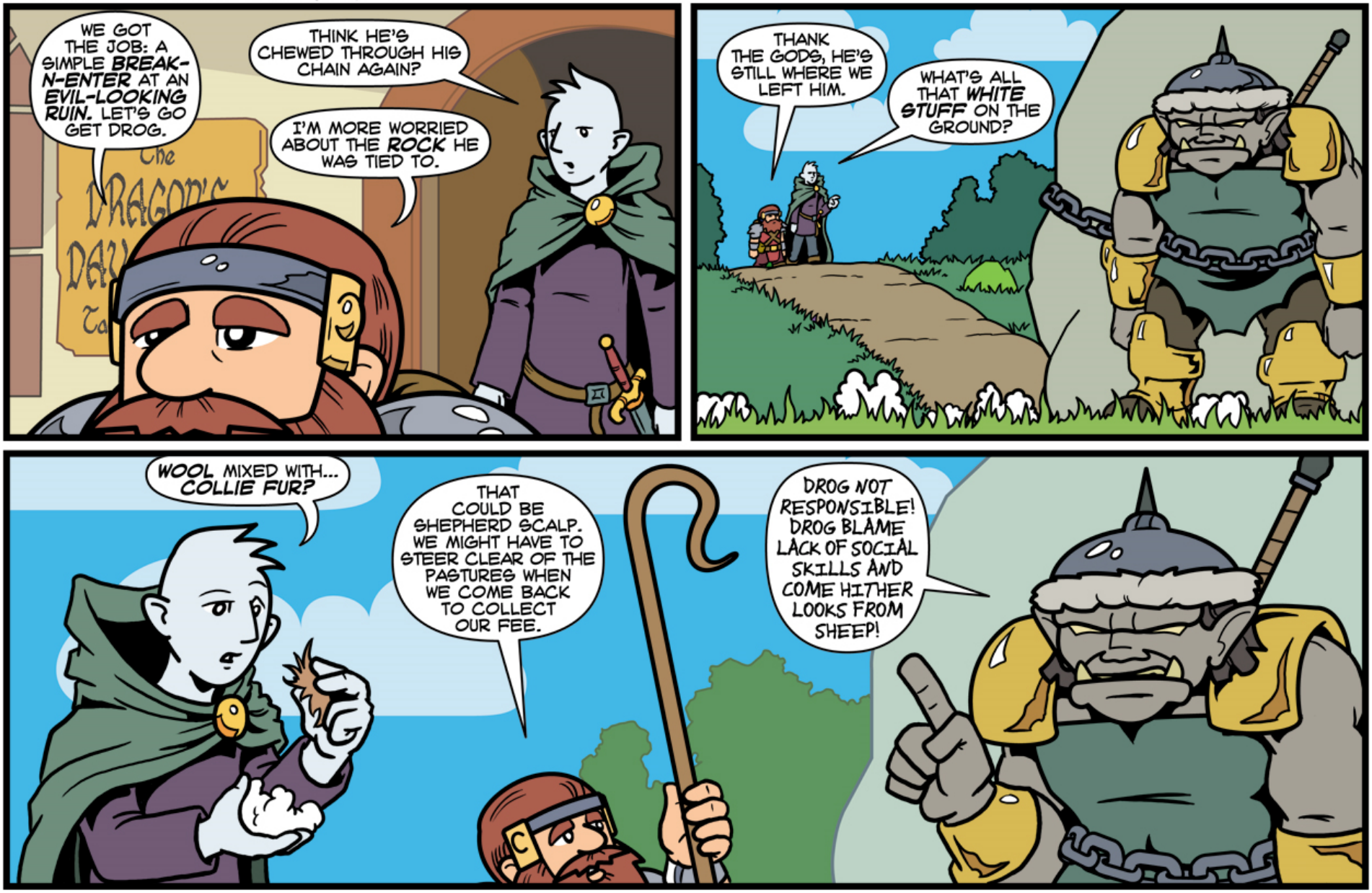
WE GOT THE JOB: A SIMPLE BREAK-N-ENTER AT AN EVIL-LOOKING RUIN. LET'S GO GET DROG.
THINK HE'S CHEWED THROUGH HIS CHAIN AGAIN?
I'M MORE WORRIED ABOUT THE ROCK HE WAS TIED TO.
THANK THE GODS, HE'S STILL WHERE WE LEFT HIM.
WHAT'S ALL THAT WHITE STUFF ON THE GROUND?
WOOL MIXED WITH... COLLIE FUR?
THAT COULD BE SHEPHERD SCALP. WE MIGHT HAVE TO STEER CLEAR OF THE PASTURES WHEN WE COME BACK TO COLLECT OUR FEE.
DROG NOT RESPONSIBLE! DROG BLAME LACK OF SOCIAL SKILLS AND COME HITHER LOOKS FROM SHEEP!

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by Aaron Williams

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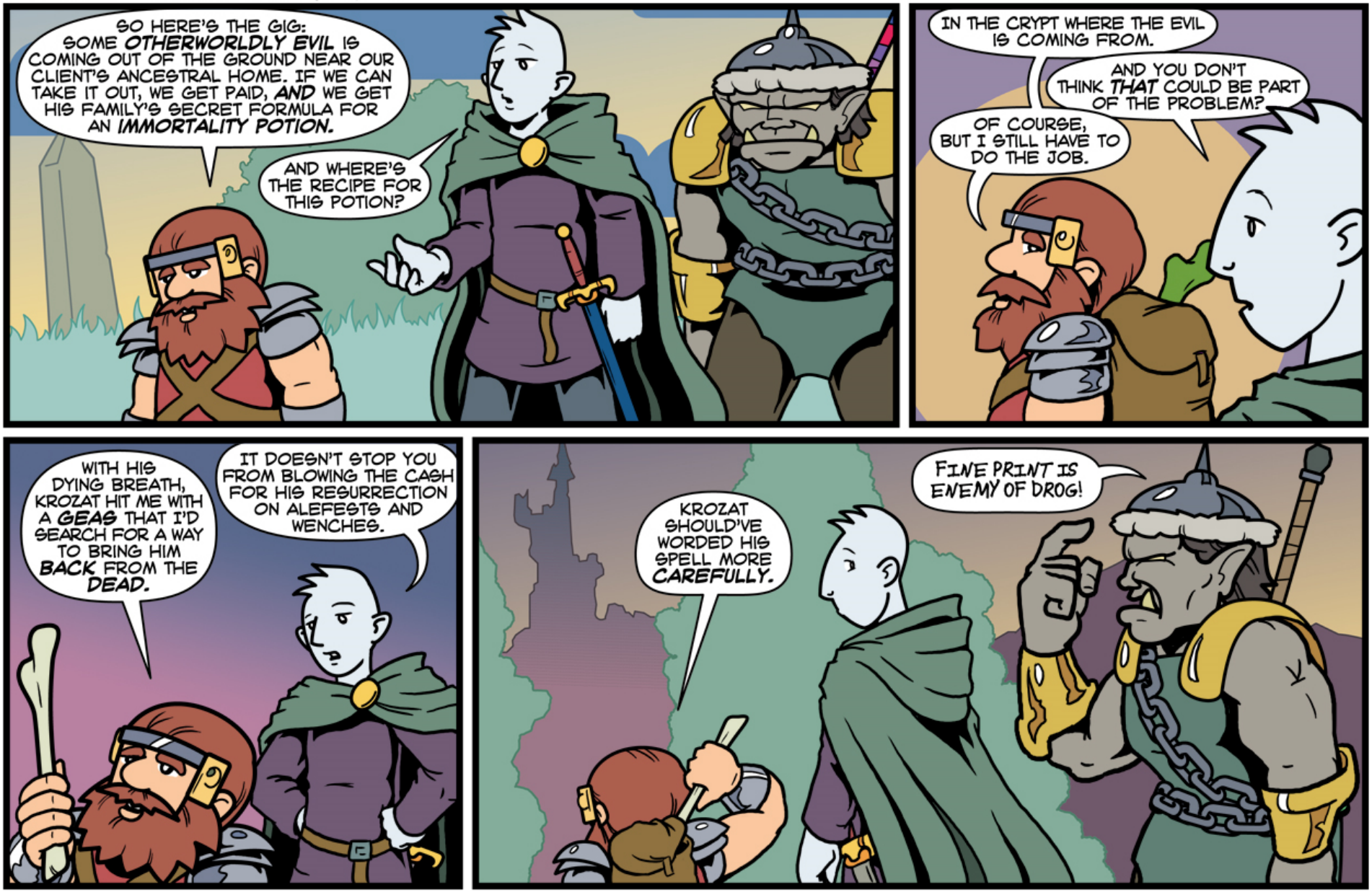
SO HERE'S THE GIG: SOME OTHERWORLDLY EVIL IS COMING OUT OF THE GROUND NEAR OUR CLIENT'S ANCESTRAL HOME. IF WE CAN TAKE IT OUT, WE GET PAID, AND WE GET HIS FAMILY'S SECRET FORMULA FOR AN IMMORTALITY POTION.
AND WHERE'S THE RECIPE FOR THIS POTION?
IN THE CRYPT WHERE THE EVIL IS COMING FROM.
AND YOU DON'T THINK THAT COULD BE PART OF THE PROBLEM?
OF COURSE, BUT I STILL HAVE TO DO THE JOB.
WITH HIS DYING BREATH, KROZAT HIT ME WITH A GEAS THAT I'D SEARCH FOR A WAY TO BRING HIM BACK FROM THE DEAD.
IT DOESN'T STOP YOU FROM BLOWING THE CASH FOR HIS RESURRECTION ON ALEFESTS AND WENCHES.
KROZAT SHOULD'VE WORDED HIS SPELL MORE CAREFULLY.
FINE PRINT IS ENEMY OF DROG!

Epic Campaign

by Aaron Williams

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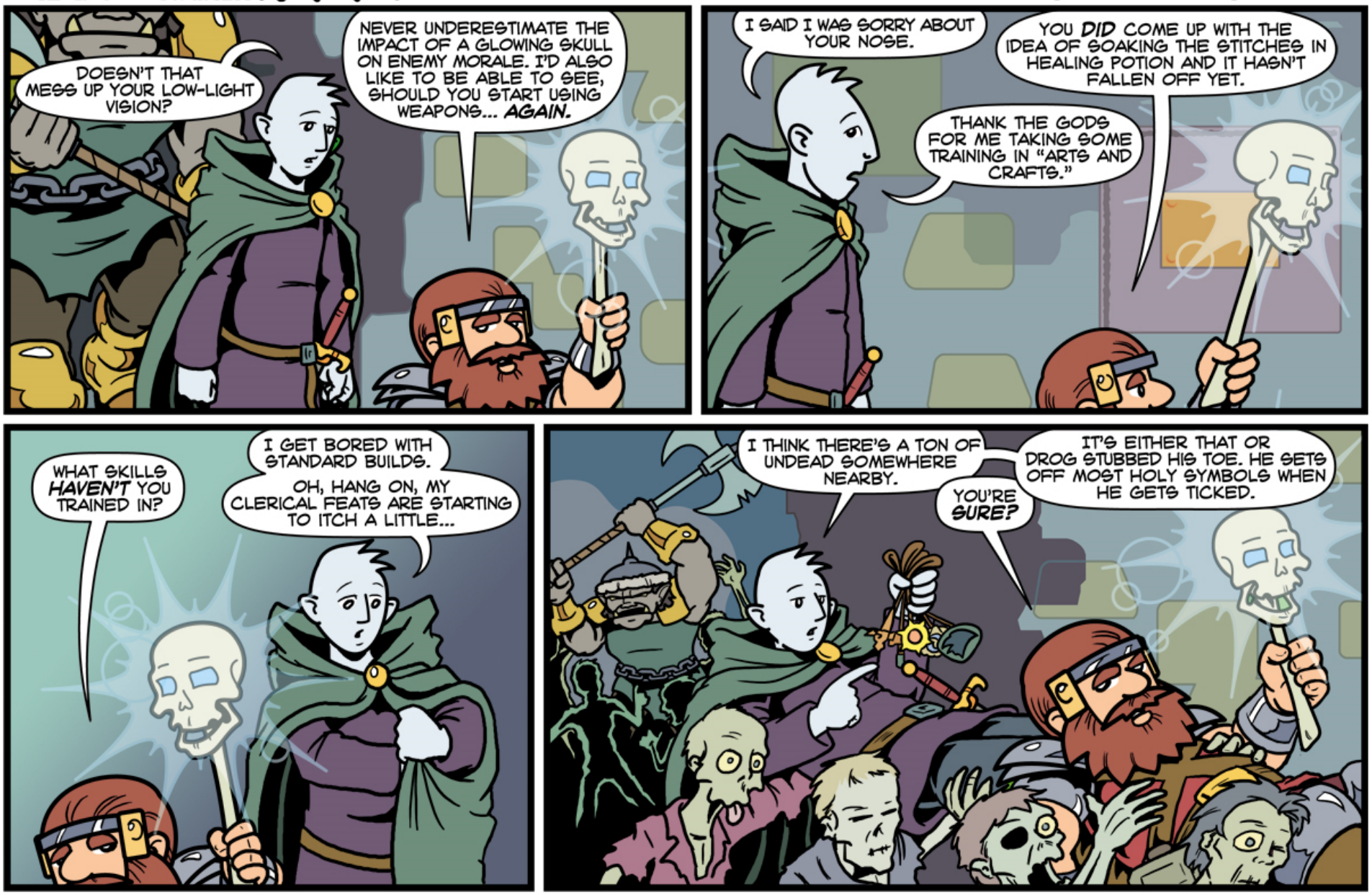
DOESN'T THAT MESS UP YOUR LOW-LIGHT VISION?
NEVER UNDERESTIMATE THE IMPACT OF A GLOWING SKULL ON ENEMY MORALE. I'D ALSO LIKE TO BE ABLE TO SEE, SHOULD YOU START USING WEAPONS... AGAIN.
I SAID I WAS SORRY ABOUT YOUR NOSE.
YOU DID COME UP WITH THE IDEA OF SOAKING THE STITCHES IN HEALING POTION AND IT HASN'T FALLEN OFF YET.
THANK THE GODS FOR ME TAKING SOME TRAINING IN "ARTS AND CRAFTS."
WHAT SKILLS HAVEN'T YOU TRAINED IN?
I GET BORED WITH STANDARD BUILDS.
OH, HANG ON, MY CLERICAL FEATS ARE STARTING TO ITCH A LITTLE...
I THINK THERE'S A TON OF UNDEAD SOMEWHERE NEARBY.
YOU'RE SURE?
IT'S EITHER THAT OR DROG STUBBED HIS TOE. HE SETS OFF MOST HOLY SYMBOLS WHEN HE GETS TICKED.

Epic Campain

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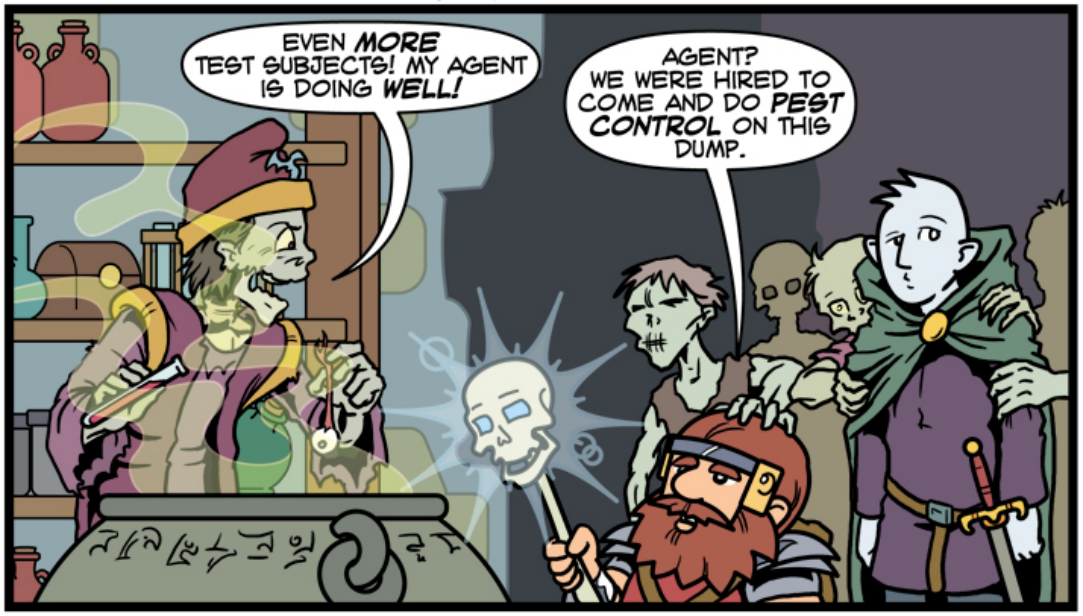
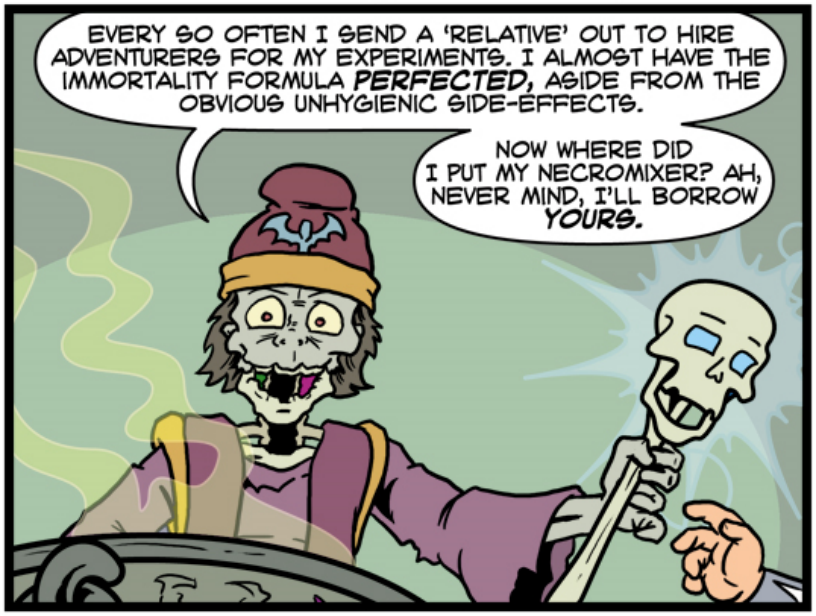
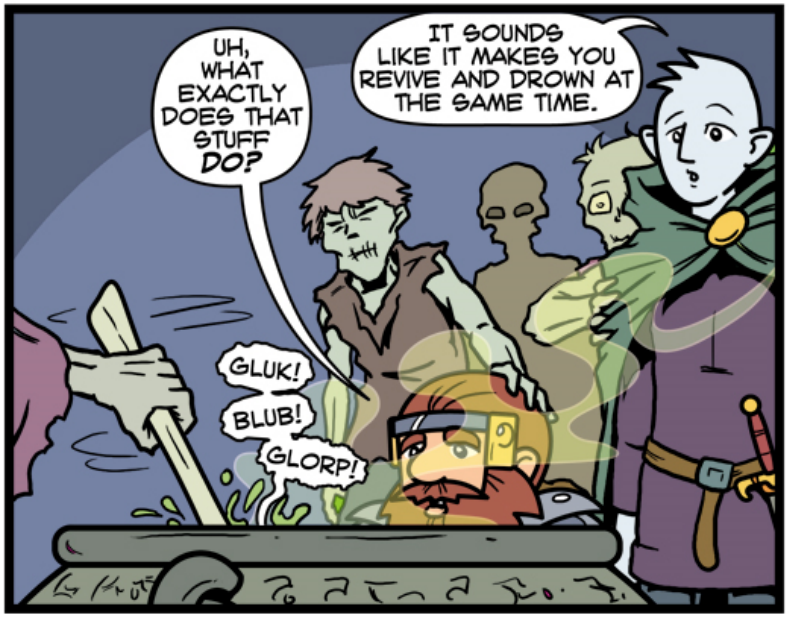
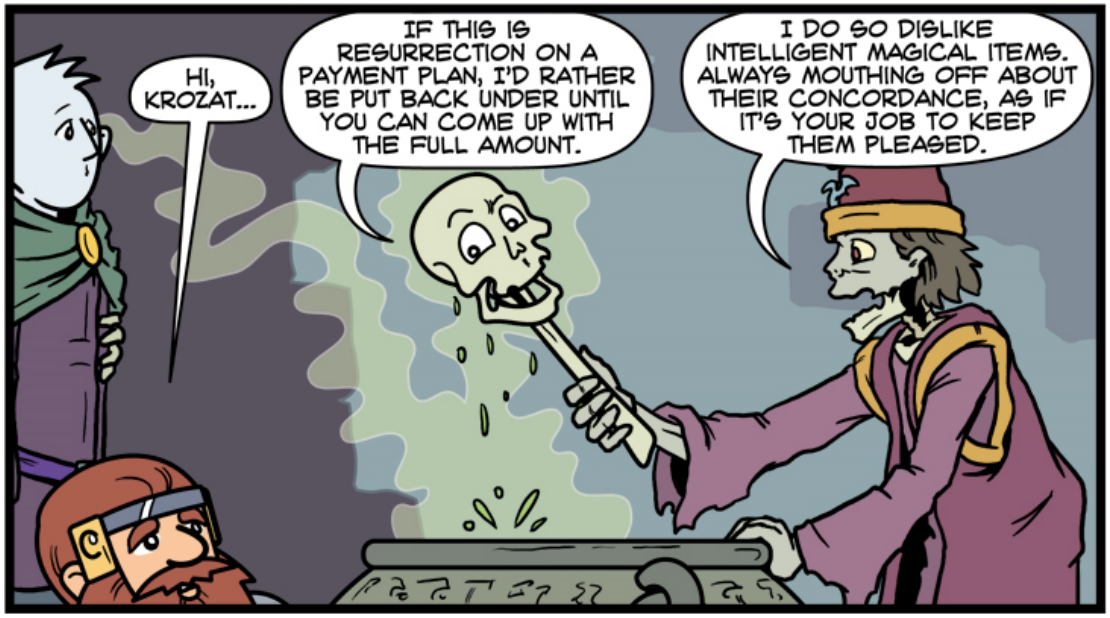



EVERY SO OFTEN I SEND A 'RELATIVE' OUT TO HIRE ADVENTURERS FOR MY EXPERIMENTS. I ALMOST HAVE THE IMMORTALITY FORMULA PERFECTED, ASIDE FROM THE OBVIOUS UNHYGIENIC SIDE-EFFECTS.
NOW WHERE DID I PUT MY NECROMIXER? AH, NEVER MIND, I'LL BORROW YOURS.




HI, KROZAT...
IF THIS IS RESURRECTION ON A PAYMENT PLAN, I'D RATHER BE PUT BACK UNDER UNTIL YOU CAN COME UP WITH THE FULL AMOUNT.
I DO SO DISLIKE INTELLIGENT MAGICAL ITEMS. ALWAYS MOUTHING OFF ABOUT THEIR CONCORDANCE, AS IF IT'S YOUR JOB TO KEEP THEM PLEASED.

Epic Campain

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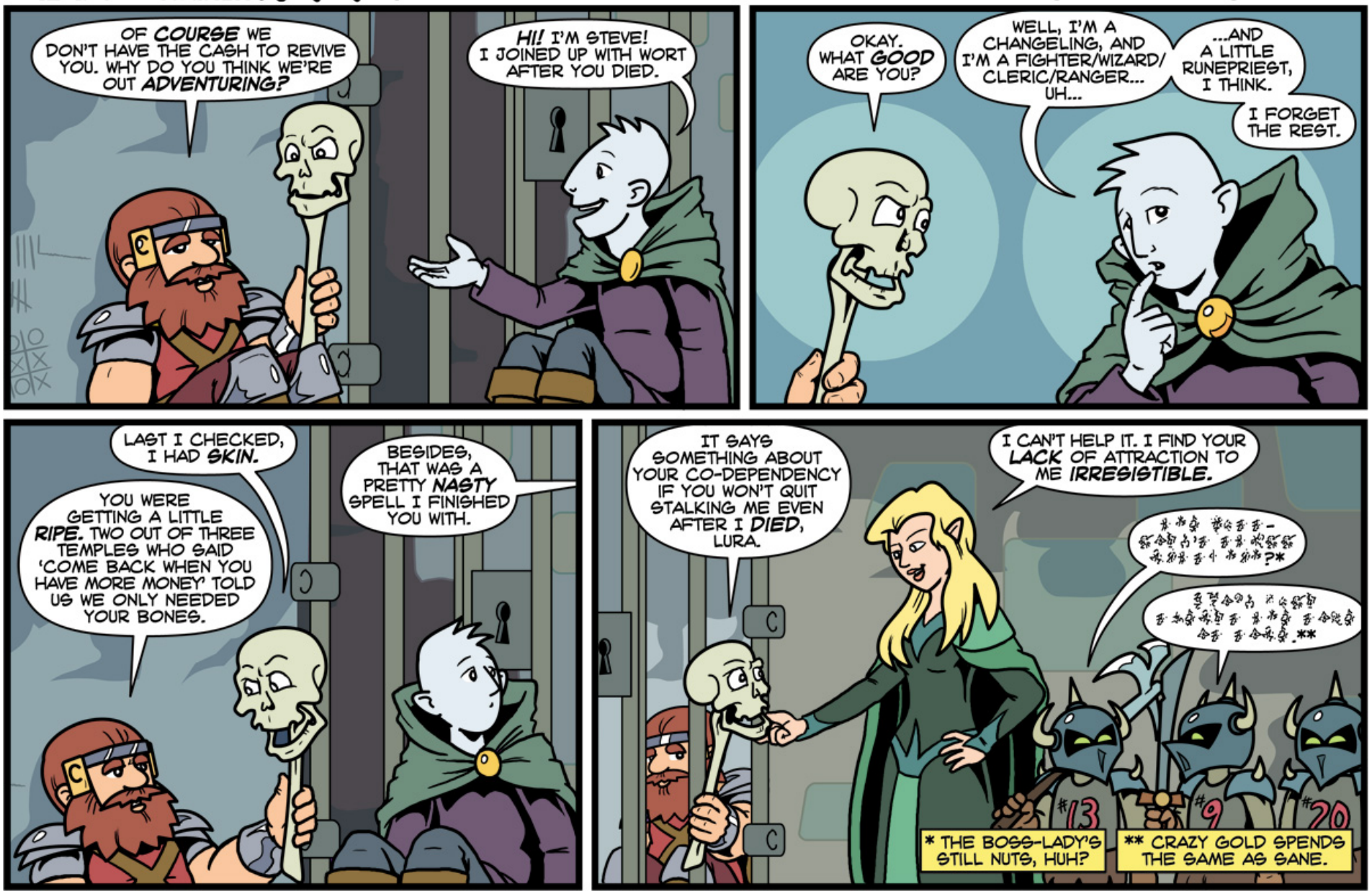
OF COURSE WE DON'T HAVE THE CASH TO REVIVE YOU. WHY DO YOU THINK WE'RE OUT ADVENTURING?
HI! I'M STEVE! I JOINED UP WITH WORT AFTER YOU DIED.
OKAY. WHAT GOOD ARE YOU?
WELL, I'M A CHANGELING, AND I'M A FIGHTER/WIZARD/ CLERIC/RANGER... UH...
...AND A LITTLE RUNEPRIEST, I THINK.
I FORGET THE REST.
LAST I CHECKED, I HAD SKIN.
YOU WERE GETTING A LITTLE RIPE. TWO OUT OF THREE TEMPLES WHO SAID 'COME BACK WHEN YOU HAVE MORE MONEY' TOLD US WE ONLY NEEDED YOUR BONES.
BESIDES, THAT WAS A PRETTY NASTY SPELL I FINISHED YOU WITH.
IT SAYS SOMETHING ABOUT YOUR CO-DEPENDENCY IF YOU WON'T QUIT STALKING ME EVEN AFTER I DIED, LURA.
I CAN'T HELP IT. I FIND YOUR LACK OF ATTRACTION TO ME IRRESISTIBLE.
-?*
_**
#13
#9
#20
* THE BOSS-LADY'S STILL NUTS, HUH?
** CRAZY GOLD SPENDS THE SAME AS SANE.

Epic Campain

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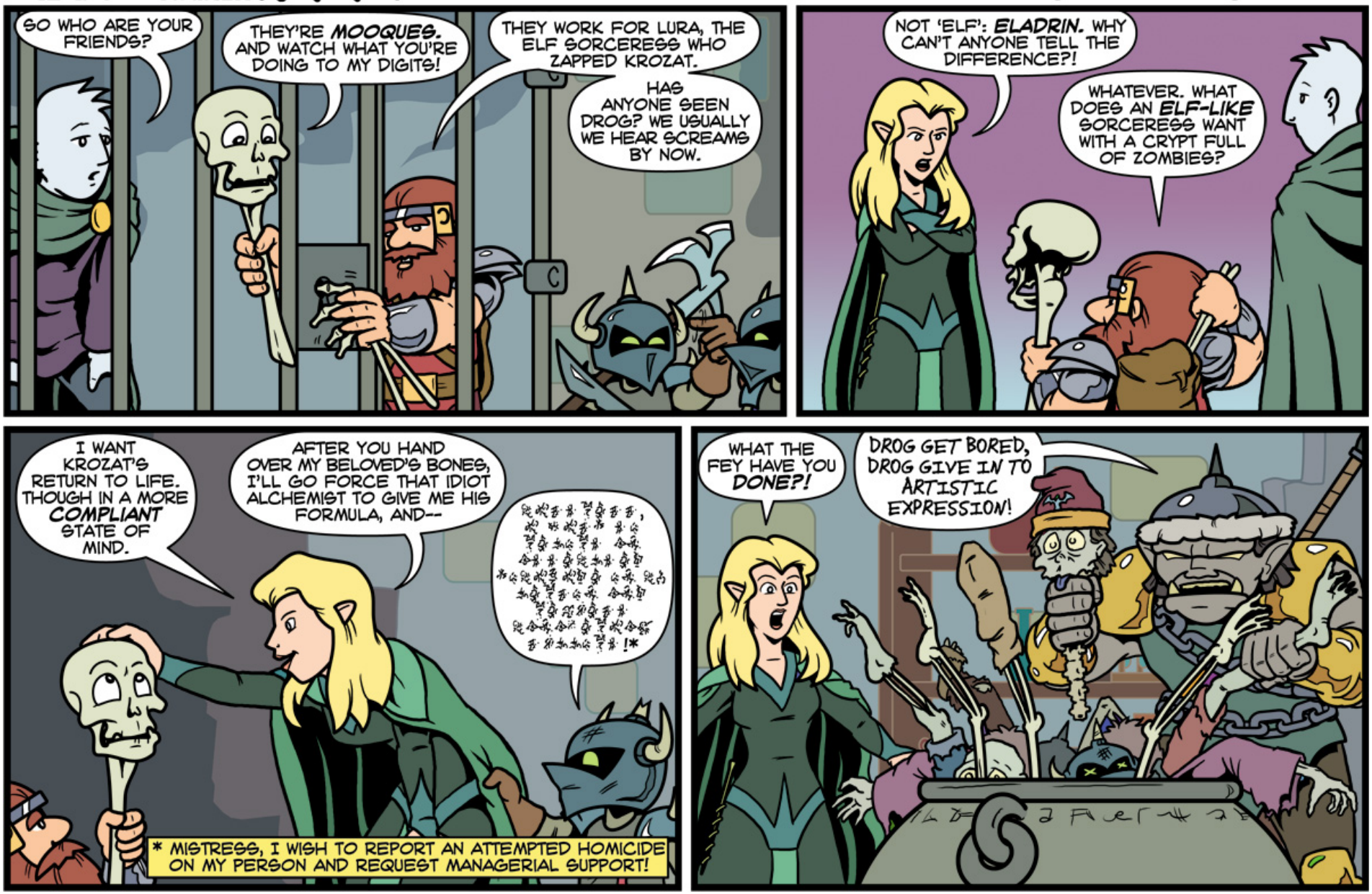
SO WHO ARE YOUR FRIENDS?
THEY'RE MOOQUES. AND WATCH WHAT YOU'RE DOING TO MY DIGITS!
THEY WORK FOR LURA, THE ELF SORCERESS WHO ZAPPED KROZAT.
HAS ANYONE SEEN DROG? WE USUALLY WE HEAR SCREAMS BY NOW.
NOT 'ELF': ELADRIN. WHY CAN'T ANYONE TELL THE DIFFERENCE?!
WHATEVER. WHAT DOES AN ELF-LIKE SORCERESS WANT WITH A CRYPT FULL OF ZOMBIES?
I WANT KROZAT'S RETURN TO LIFE. THOUGH IN A MORE COMPLIANT STATE OF MIND.
AFTER YOU HAND OVER MY BELOVED'S BONES, I'LL GO FORCE THAT IDIOT ALCHEMIST TO GIVE ME HIS FORMULA, AND--
!*
* MISTRESS, I WISH TO REPORT AN ATTEMPTED HOMICIDE ON MY PERSON AND REQUEST MANAGERIAL SUPPORT!
WHAT THE FEY HAVE YOU DONE?!
DROG GET BORED, DROG GIVE IN TO ARTISTIC EXPRESSION!

Epic Campain

by Aaron Williams

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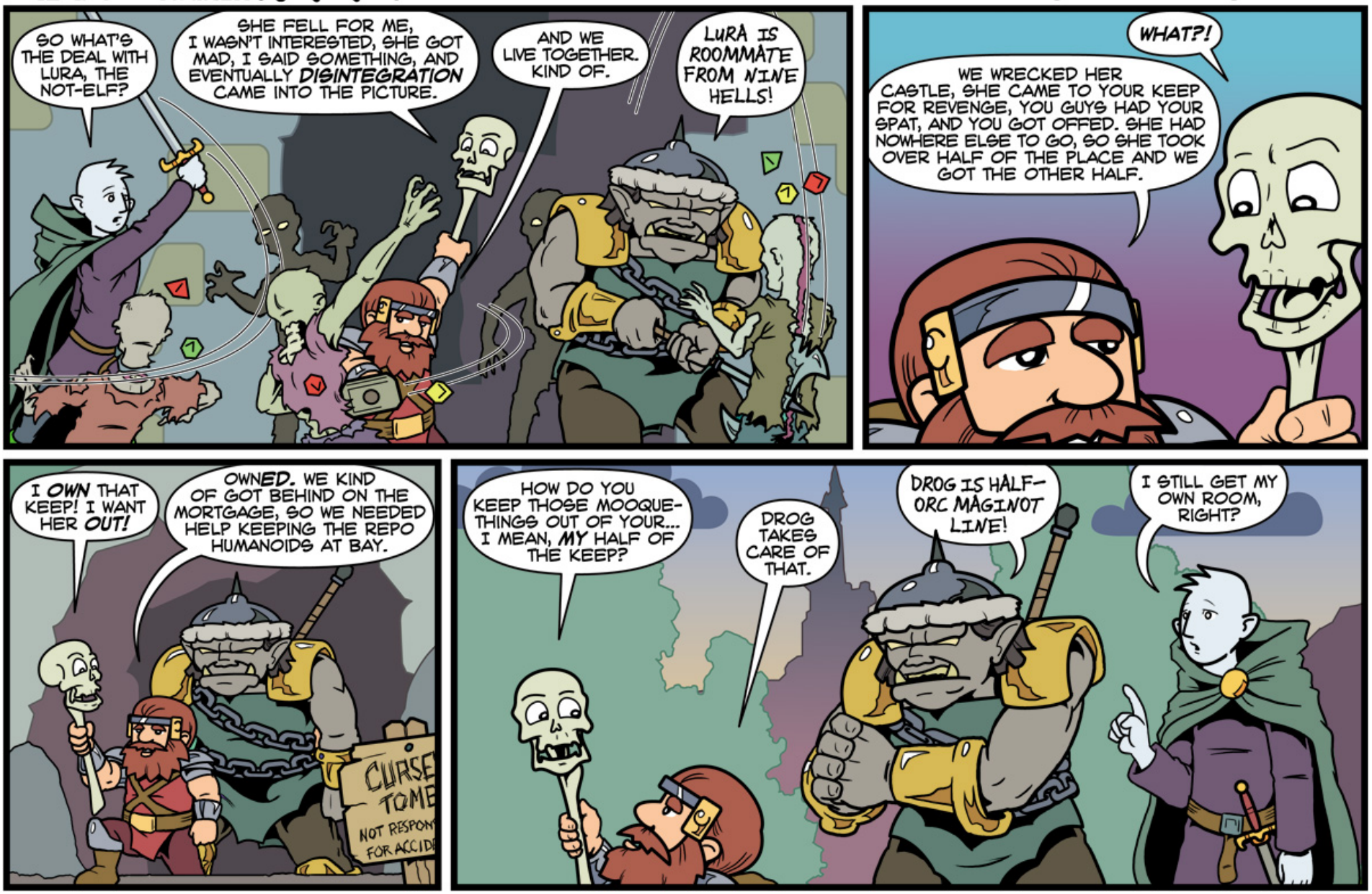
SO WHAT'S THE DEAL WITH LURA, THE NOT-ELF?
SHE FELL FOR ME, I WASN'T INTERESTED, SHE GOT MAD, I SAID SOMETHING, AND EVENTUALLY DISINTEGRATION CAME INTO THE PICTURE.
AND WE LIVE TOGETHER. KIND OF.
LURA IS ROOMMATE FROM NINE HELLS!
WHAT?!
WE WRECKED HER CASTLE, SHE CAME TO YOUR KEEP FOR REVENGE, YOU GUYS HAD YOUR SPAT, AND YOU GOT OFFED. SHE HAD NOWHERE ELSE TO GO, SO SHE TOOK OVER HALF OF THE PLACE AND WE GOT THE OTHER HALF.
I OWN THAT KEEP! I WANT HER OUT!
OWNED. WE KIND OF GOT BEHIND ON THE MORTGAGE, SO WE NEEDED HELP KEEPING THE REPO HUMANOIDS AT BAY.
HOW DO YOU KEEP THOSE MOOQUE-THINGS OUT OF YOUR... I MEAN, MY HALF OF THE KEEP?
DROG TAKES CARE OF THAT.
DROG IS HALF-ORC MAGINOT LINE!
I STILL GET MY OWN ROOM, RIGHT?

THE KEEP ON 16TH & VALENCIA by Jason Thompson

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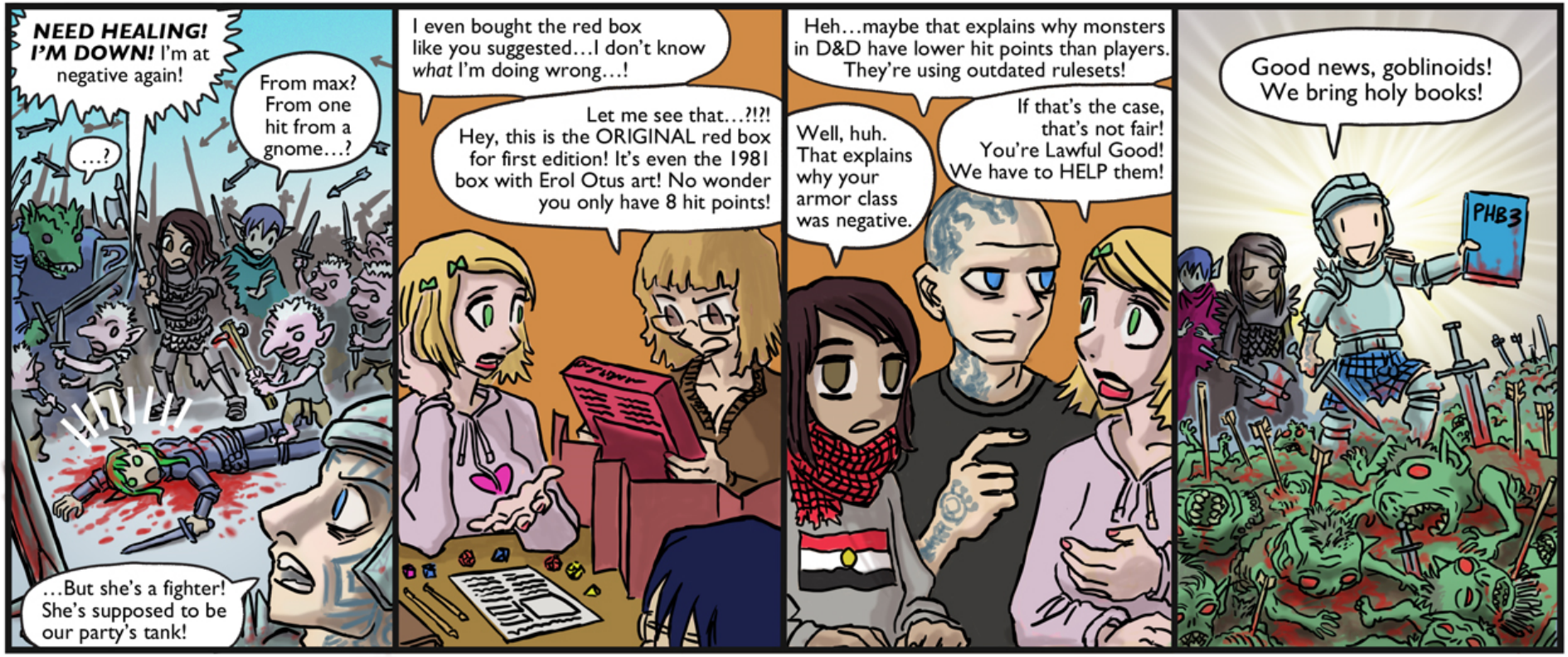
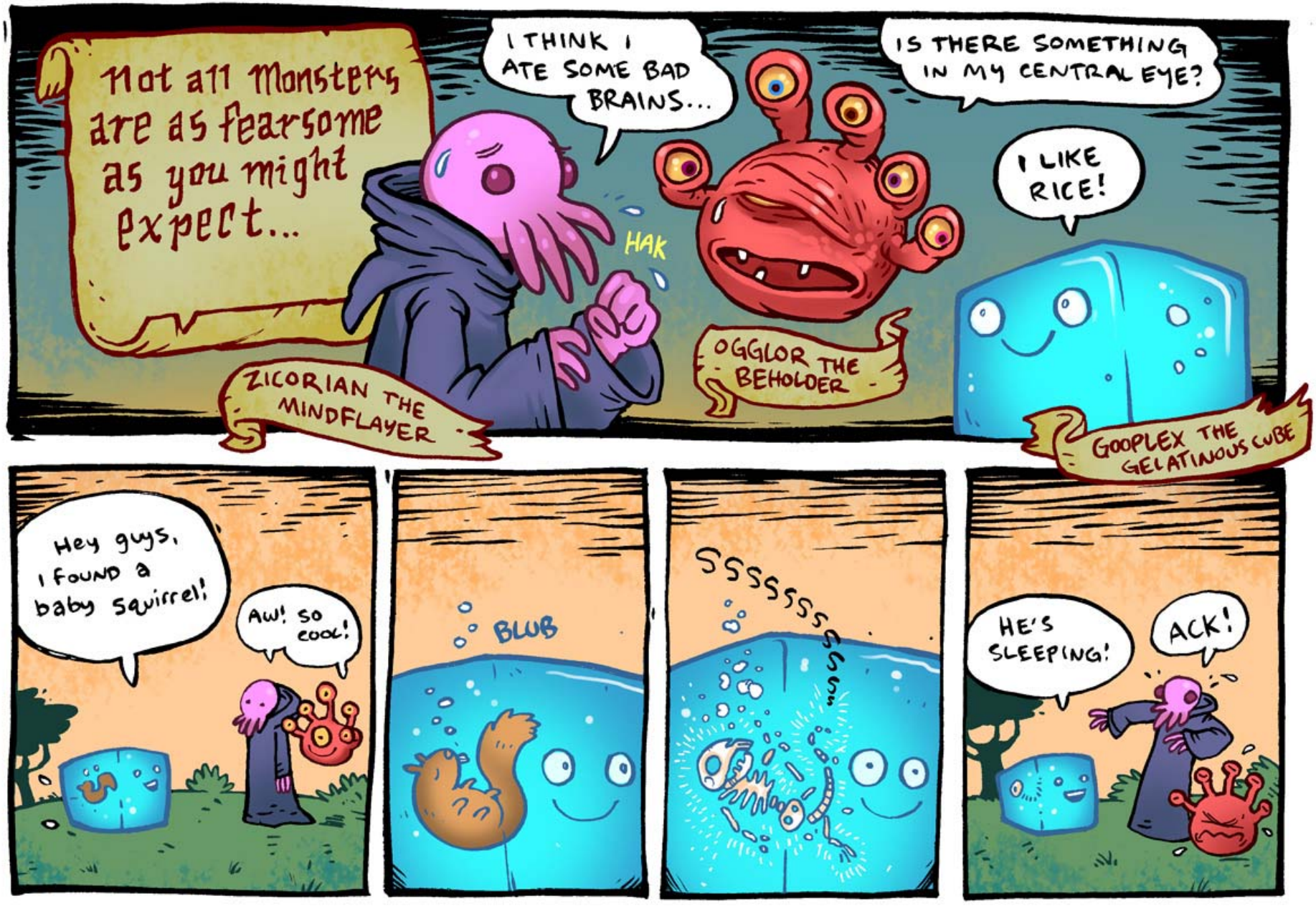

NEED HEALING! I'M DOWN! I'm at negative again!
From max? From one hit from a gnome…?
…?
…But she's a fighter! She's supposed to be our party's tank!
I even bought the red box like you suggested…I don't know *what* I'm doing wrong…!
Let me see that…?!?! Hey, this is the ORIGINAL red box for first edition! It's even the 1981 box with Erol Otus art! No wonder you only have 8 hit points!
Heh…maybe that explains why monsters in D&D have lower hit points than players. They're using outdated rulesets!
Well, huh. That explains why your armor class was negative.
If that's the case, that's not fair! You're Lawful Good! We have to HELP them!
Good news, goblinoids! We bring holy books!
PHB3

MISFIT MONSTERS by Peter Lazarski www.dungeonsanddragons.com



Alignments
BACK AT THE CAMP, IT'S THE RANGER'S TURN TO WATCH
SO... WHAT HAPPENS IF SOMETHING HAPPENS?
DO I WAKE EVERYONE UP?
IN WHAT ORDER?
MAYBE JUST THE WIZARD...
OR AM I SUPPOSED TO HANDLE IT MYSELF?
...
SLAP!
WHAT WAS THAT?
WHAT THE...?
THAT WAS A RANDOM ENCOUNTER!
CREATED BY DERN & O ABNORMAL - WWW.DUNGEONSANDDRAGONS.COM

Warlock

"The darkness holds no terror for me, demon! I curse you now under the Sign of Ill Omen!"

Class Traits

Role: Striker. Your attack powers are highly damaging and often weaken or hamper the target in some way. You can elude attacks by flying, teleporting, or turning invisible.

Power Source: Arcane. You gain your magical power from a pact you forge with a powerful, supernatural force or an unnamed entity.

Key Abilities: Charisma, Constitution, Intelligence

Armor Proficiencies: Cloth, leather

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, wands

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: From the class skills list below, choose four trained skills at 1st level.

Class Skills: Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

Build Options: Deceptive warlock, scourge warlock

Class Features: *Eldritch blast*, Eldritch Pact, Prime Shot, Shadow Walk, Warlock's Curse

Warlocks channel arcane might wrested from primeval entities. They commune with infernal intelligences and fey spirits, scour enemies with potent blasts of eldritch power, and bedevil foes with hexing curses. Armed with esoteric secrets and dangerous lore, warlocks are clever and resourceful foes.

However you came to your arcane knowledge, you need not accept the poor reputation warlocks sometimes endure. You could be a libram-toting scholar captivated by ominous lore, a foot-loose wanderer searching for elusive ultimate truths, a devil-touched hunter using infernal spells to eliminate evil, or even a black-clad mercenary who uses sinister trappings to discourage prying strangers and unwanted attention. On the other hand, you could be a true diabolist using your gifts to tyrannize the weak—some warlocks unfortunately are exactly that.

The pacts are complete. The rites have concluded. The signs are drawn in blood, and the seals are broken. Your destiny beckons.

WARLOCK OVERVIEW

Characteristics: You have excellent short-ranged attack ability, and your powers confuse or weaken your opponent. You can shift easily from ranged attacks to melee attacks. However, you are not very resilient and rely on powers of evasion and concealment to avoid attack.

Religion: Warlocks favor deities of cleverness, arcane power, or secrets. These include Corellon, Ioun, and Sehanine. Evil warlocks often revere Asmodeus or Vecna.

Races: Tieflings are natural warlocks and are drawn to this path. Halflings, half-elves, and humans make formidable warlocks as well.

Creating a Warlock

The two basic builds of warlock are the deceptive warlock and the scourge warlock. Warlocks rely on Charisma, Constitution, and Intelligence. No warlock powers or class features depend on Strength, Dexterity, or Wisdom.

Deceptive Warlock

You prefer spells that deal a little less damage, but that inflict a variety of penalties and negative conditions on your foe. You'd rather fight at range and avoid getting caught in close-up battles. Most of your attack powers depend on Charisma, so that should be your best score. Many of your powers receive a bonus if you have a good Intelligence score, so that should be your second-best score. Constitution should be your third choice since you might want to choose some Constitution-based powers. You need it for a good Fortitude defense anyway.

Deceptive warlocks should choose the fey pact or the star pact (see "Class Features").

Suggested Feat: Improved Misty Step (Human feat: Human Perseverance)

Suggested Skills: Arcana, Bluff, Insight, Thievery

Suggested At-Will Powers: *eldritch blast*, *eyebite*

Suggested Encounter Power: *witchfire*

Suggested Daily Power: *curse of the dark dream*

Scourge Warlock

No subtlety here—you want to deal damage. You're tougher than the deceptive warlock, and you've got powers to help you attack and defend in melee, as well as excellent ranged attacks. Your best attack powers depend on Constitution—make that your

best ability score. Choose Intelligence second because it provides special bonuses to many of your powers and improves your Reflex defense and AC, too. Charisma is clearly your third choice.

Scourge warlocks should choose the infernal pact or the star pact (see "Class Features").

Suggested Feat: Improved Dark One's Blessing (Human feat: Action Surge)

Suggested Skills: Arcana, History, Intimidate, Streetwise

Suggested At-Will Powers: *eldritch blast*, *hellish rebuke*

Suggested Encounter Power: *vampiric embrace*

Suggested Daily Power: *flames of Phlegethos*

Warlock Class Features

You have the following class features.

Eldritch Blast

All warlocks know the *eldritch blast* at-will power. This power can be used as a basic attack. You gain this power as well as another at-will power as determined by your Eldritch Pact.

Eldritch Pact

You have forged a pact with mysterious entities that grant you your arcane powers. Choose one of the following pacts: fey pact, infernal pact, or star pact. The pact you choose determines the following warlock abilities:

At-Will Spells: Your pact determines one of the at-will spells you know.

Pact Boon: Each pact includes a pact boon. The pact boon is a granted power you can use to further hex your enemies.

The pact you take also provides bonuses to certain warlock powers. Individual powers detail the effects (if any) your Eldritch Pact selection has on them.

Fey Pact

You have forged a bargain with ancient, amoral powers of the Feywild. Some are primitive earth spirits, grim and menacing; some are capricious wood, sky, or water spirits; and others are incarnations of seasons or natural forces who roam the faerie realm like wild gods. They bestow magic that ranges from feral and savage to wondrous and enchanting.

Eyebite: You know the *eyebite* spell.

Misty Step: You have the Misty Step pact boon. You instantly transform into silver mist that streams a short distance and reforms, allowing you to flee or maneuver to set up a deadly attack.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you can immediately teleport 3 squares as a free action.

Infernal Pact

Long ago a forgotten race of devils created a secret path to power and taught it to the tieflings of old to weaken their fealty to Asmodeus. In his wrath, Asmodeus destroyed the scheming devils and struck their very names from the memory of all beings—but you dare to study their perilous secrets anyway.

Hellish Rebuke: You know the *hellish rebuke* spell.

Dark One's Blessing: You have the Dark One's Blessing pact boon. You instantly gain vitality from a cursed enemy when that enemy falls.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you immediately gain temporary hit points equal to your level.

Star Pact

You have mastered the astrologer's art, learning the secret names of the stars and gazing into the Far Realm beyond, gaining great power thereby. You can call upon powers that madden or terrify your enemies, manipulate chance and fate, or scour your foes with icy banes and curses drawn from beyond the night sky.

Dire Radiance: You know the *dire radiance* spell.

Fate of the Void: You have the Fate of the Void pact boon. Your curse intermingles with the lost vitality of a cursed enemy to reveal a glimpse of the future to you.

When an enemy under your Warlock's Curse is reduced to 0 hit points or fewer, you gain a +1 bonus to any single d20 roll you make during your next turn (attack roll, saving throw, skill check, or ability check). If you don't use this bonus by the end of your turn, it is lost.

This bonus is cumulative; if three cursed enemies drop to 0 hit points or fewer before your next turn, you gain a +3 bonus to a d20 roll during your turn.

Prime Shot

If none of your allies are nearer to your target than you are, you receive a +1 bonus to ranged attack rolls against that target.

Shadow Walk

On your turn, if you move at least 3 squares away from where you started your turn, you gain concealment until the end of your next turn.

Warlock's Curse

Once per turn as a minor action, you can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage only once per turn.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.

Level	Warlock's Curse Extra Damage
1st-10th	+1d6
11th-20th	+2d6
21st-30th	+3d6

Implements

Warlocks make use of rods and wands to help channel and direct their arcane powers. A warlock wielding a magic rod or wand can add its enhancement bonus to the attack rolls and the damage rolls of warlock powers, as well as warlock paragon path powers, that have the implement keyword. Without a rod or a wand, a warlock can still use these powers, but he or she doesn't gain the bonus provided by the magic implement.

A *pact blade*, a special magic dagger, can also be used as an implement for warlock powers, as well as warlock paragon powers. These daggers are highly sought after by warlocks.

Warlock Powers

Your powers are also known as spells. Each power is associated with one of the three eldritch pacts, but you aren't limited to choosing powers associated with your pact. In fact, most warlocks choose at least a few powers from outside their pact to give themselves a wider range of options.

Spells of the infernal pact use your Constitution score. The dark energy you wield is inherently harmful to the mortal body, and only through sheer physical resolve and discipline can you wield it safely. Fey pact spells rely on Charisma. Your force of will and your ability to bargain with the fey is key to spells of this type. Star pact spells require you to be physically inured to the rigors of otherworldly energy (Constitution), and also ambitious and driven enough to impose your willpower on the strands of fate (Charisma).

Level 1 At-Will Spells

Dire Radiance — Warlock (Star) Attack 1

You cause a shaft of brilliant, cold starlight to lance down from above, bathing your foe in excruciating light. The nearer he moves toward you, the brighter and more deadly the light becomes.

At-Will ✦ Arcane, Fear, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 1d6 + Constitution modifier radiant damage. If the target moves nearer to you on its next turn, it takes an extra 1d6 + Constitution modifier damage.
Level 21: 2d6 + Constitution modifier damage.

Eldritch Blast — Warlock (All) Attack 1

You fire a bolt of dark, crackling eldritch energy at your foe.

At-Will ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma or Constitution vs. Reflex
Hit: 1d10 + Charisma or Constitution modifier damage.
Level 21: 2d10 + Charisma or Constitution modifier damage.
Special: At 1st level. you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.
This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Eyebite — Warlock (Fey) Attack 1

You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.

At-Will ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier psychic damage, and you are invisible to the target until the start of your next turn.
Level 21: 2d6 + Charisma modifier damage.

Hellish Rebuke — Warlock (Infernal) Attack 1

You point your finger, and your foe is scoured in hellish flames stoked by your own anger and pain. If you are injured, the flames burst into life one more time before they fade away.

At-Will ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier fire damage. If you take damage before the end of your next turn, the target takes an extra 1d6 + Constitution modifier fire damage.
Level 21: 2d6 + Constitution modifier damage and extra damage.

Level 1 Encounter Spells

Diabolic Grasp — Warlock (Infernal) Attack 1

You crook your hand into the shape of a claw, and a great talon of sulfurous darkness forms around your enemy. It rakes fiercely at him and drags him a short distance before dissipating again.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature of size Large or smaller
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier damage, and you slide the target 2 squares.
Infernal Pact: The distance of the slide equals 1 + your Intelligence modifier.

Dreadful Word — Warlock (Star) Attack 1

You whisper one word of an unthinkable cosmic secret to your foe. His mind reels in terror.

Encounter ✦ Arcane, Fear, Implement, Psychic
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and the target takes a -1 penalty to Will defense until the end of your next turn.
Star Pact: The penalty to Will defense is equal to 1 + your Intelligence modifier.

Vampiric Embrace — Warlock (Infernal) Attack 1

A ribbon of twisting darkness streams from your hand to your target's heart, feeding on his vital force as you grow stronger.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 5
Target: One creature
Attack: Constitution vs. Will
Hit: 2d8 + Constitution modifier necrotic damage, and you gain 5 temporary hit points.
Infernal Pact: Add your Intelligence modifier to the temporary hit points.

Witchfire — Warlock (Fey) Attack 1

From the mystic energy of the Feywild, you draw a brilliant white flame and set it in your enemy's mind and body. Rivulets of argent fire stream up into the air from his eyes, mouth, and hands; agony disrupts his very thoughts.

Encounter ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Fey Pact: The penalty to attack rolls is equal to 2 + your Intelligence modifier.

Level 1 Daily Spells

Armor of Agathys — Warlock (Infernal) Attack 1

You surround yourself in a sheath of black ice from a dark and doleful realm. It protects you from attack and radiates fierce cold.

Daily ✦ Arcane, Cold
Standard Action **Personal**
Effect: You gain temporary hit points equal to 10 + your Intelligence modifier. Until the end of the encounter, an enemy that starts its turn adjacent to you takes 1d6 + Constitution modifier cold damage.

Curse of the Dark Dream — Warlock (Fey) Attack 1

You inflict a waking nightmare upon your enemy so that he can no longer tell what is real and what exists only in his mind. Under its influence he staggers about, trying to avoid falling from imaginary heights or stepping on unreal serpents.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d10 + Charisma modifier psychic damage, and you slide the target 3 squares
Miss: Half damage..
Effect: The target is subjected to the dark dream(save ends). Until this effect ends, you can slide the target 1 square as a minor action once per round, starting on your next turn.

Dread Star — Warlock (Star) Attack 1

You create a fist-sized orb of painful blue-white radiance that whirls around your enemy, searing him. Fierce rays shoot from it like jabbing daggers of light, fencing him in where he stands.

Daily ✦ Arcane, Fear, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier radiant damage, and the target is immobilized until the end of your next turn.
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: The target takes a -2 penalty to Will defense (save ends).

Flames of Phlegethos Warlock (Infernal) Attack 1

Rivulets of clinging liquid fire appear and cascade over your target. Anything that is flammable ignites at once and burns long after the streams of magic fire fade away.

Daily ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 3d10 + Constitution modifier fire damage.
Effect: The target takes ongoing 5 fire damage (save ends).

Level 2 Utility Spells

Beguiling Tongue Warlock (Fey) Utility 2

You channel the grace and glibness of your fey patrons for a time. Your voice gains great power and eloquence.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: You gain a +5 power bonus to your next Bluff, Diplomacy, or Intimidate check during this encounter.

Ethereal Stride Warlock (Star) Utility 2

You shift your body out of phase with the world for an instant, teleporting a short distance. When you reappear, you are still somewhat out of phase and difficult to harm or hinder for a short time.

Encounter ✦ Arcane, Teleportation
Move Action **Personal**
Effect: You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

Fiendish Resilience Warlock (Infernal) Utility 2

You call upon your patron entities to protect you with their fell power. Your flesh is infused with mystic strength, lessening the effect of enemy blows.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You gain temporary hit points equal to 5 + your Constitution modifier.

Shadow Veil Warlock (Star) Utility 2

You garb yourself in a pall of murky darkness. While it lasts, you are difficult to see or hear.

Encounter ✦ Arcane, Illusion
Minor Action **Personal**
Effect: You gain a +5 power bonus to Stealth checks until the end of your next turn.

Level 3 Encounter Spells

Eldritch Rain Warlock (Fey) Attack 3

You fire purple rays of eldritch power at your foes.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Targets: One creature, or two creatures no more than 5 squares apart from each other
Attack: Charisma vs. Reflex, one attack per target
Hit: 2d8 + Charisma modifier damage.
Fey Pact: Gain a bonus to each attack's damage roll equal to your Intelligence modifier.

Fiery Bolt Warlock (Infernal) Attack 3

You call up a bolt of golden flame and hurl it at your foe. Anyone standing close to him is burned as well.

Encounter ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 3d6 + Constitution modifier fire damage, and creatures adjacent to the target take 1d6 + Constitution modifier fire damage.
Infernal Pact: Creatures adjacent to the target take extra fire damage equal to your Intelligence modifier.

Frigid Darkness Warlock (Star) Attack 3

You create a freezing black shadow around your foe, a small taste of the icy darkness in the depths of the night sky. He is unable to see well enough to defend himself while the shadows cling to him.

Encounter ✦ Arcane, Cold, Fear, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier cold damage, and the target grants combat advantage to you and your allies until the end of your next turn.
Star Pact: The target takes a penalty to AC equal to your Intelligence modifier until the end of your next turn.

Otherwind Stride Warlock (Fey) Attack 3

You call up an unseen maelstrom of fey power that lashes nearby creatures . . . and you step into the vortex and emerge somewhere a short distance away.

Encounter ✦ Arcane, Implement, Teleportation
Standard Action **Close** burst 1
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier damage, and the target is immobilized until the end of your next turn.
Effect: You teleport 5 squares.
Fey Pact: Add your Intelligence modifier to the distance of the teleportation.

Level 5 Daily Spells

Avernian Eruption — Warlock (Infernal) Attack 5

Acrid orange fumes hiss up from beneath the ground, and then suddenly ignite in a thundering detonation. Any creature in the area is burned by the searing flames.

Daily ✦ Arcane, Fire, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier fire damage.
Effect: The targets take ongoing 5 fire damage (save ends).

Crown of Madness — Warlock (Fey) Attack 5

You cause an illusory, twisted crown to appear around the target's head. Under its psychic assault, your enemy loses the ability to distinguish friend from foe.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d10 + Charisma modifier psychic damage, and the target must use a free action to make a melee basic attack against one of its adjacent allies of your choice.
Miss: Half damage.
Effect: The target is subjected to madness (save ends). Until the effect ends, you can use a minor action once per round, starting on your next turn, to cause the target to make a melee basic attack as a free action against one of its adjacent allies of your choice.

Curse of the Bloody Fangs — Warlock (Fey) Attack 5

You call up a pack of ferocious, phantasmal beasts from the darkest and most savage depths of the Feywild. Only their slavering fangs appear in this world, snapping and rending in a mad frenzy at the foe you have cursed.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier damage.
Miss: Half damage.
Effect: The target is subjected to bloody fangs (save ends). Until the effect ends, you can use a minor action once per round, starting on your next turn, to deal 1d10 damage to the target and each of your enemies adjacent to it.

Hunger of Hadar — Warlock (Star) Attack 5

You create a zone of complete, impermeable darkness filled with flying, fluttering, fanged shadows. The shadows rend at the very life force of creatures caught within.

Daily ✦ Arcane, Implement, Necrotic, Zone
Standard Action **Area** burst 1 within 10 squares
Effect: The burst creates a zone of darkness until the end of your next turn, blocking line of sight. Creatures that start their turns in the zone take 15 necrotic damage.
Sustain Minor: The zone persists until the end of your next turn, and you make a secondary attack.
Secondary Target: Each creature within the zone
Secondary Attack: Constitution vs. Fortitude
Hit: 1d6 + Constitution modifier necrotic damage.

Level 6 Utility Spells

Dark One's Own Luck — Warlock (Star) Utility 6

Refusing the result that fate has decreed for you, you invoke stars of uncertainty and try to rewrite what has been written.

Daily ✦ Arcane
Free Action **Personal**
Trigger: You make a roll you dislike
Effect: Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.

Fey Switch — Warlock (Fey) Utility 6

You step through the veils of the Feywild to the place where an ally stands and return to the world in that spot. Your ally is instantly whisked back to the place you started from.

Encounter ✦ Arcane, Teleportation
Move Action **Ranged** 10
Target: You and one willing ally
Effect: You and your ally trade spaces.

Shroud of Black Steel — Warlock (Infernal) Utility 6

Invoking the power of your dark patrons, you transform your skin into living steel, blackened and hard yet still supple enough to move. Your quickness suffers a bit, but you are much tougher and more resilient.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You change your skin into living steel. You gain a +2 power bonus to AC and Fortitude defense but take a -2 penalty to speed until the end of the encounter. You can end this effect as a minor action.

Spider Climb — Warlock (Infernal) Utility 6

You bestow on yourself the ability to cling to almost any surface and climb as easily as an insect.

Encounter ✦ Arcane
Move Action **Personal**
Effect: On this move action, you move with a climb speed equal to your speed.

Level 7 Encounter Spells

Howl of Doom — Warlock (Infernal) Attack 7

You unleash a devastating shout that cracks stone and pulps flesh. Supernatural terror goes with your mighty blast, and your foes are driven back in fright.

Encounter ✦ Arcane, Fear, Implement, Thunder
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Constitution vs. Fortitude
Hit: 2d6 + Constitution modifier thunder damage, and you push the target 2 squares.
Infernal Pact: The distance of the push equals 1 + your Intelligence modifier.

Infernal Moon Curse — Warlock (Infernal) Attack 7

The shimmer of pale, ghostly silver envelops your foe and lifts him up into the air. Its sinister radiance seeps into his body, a strange and deadly poison.

Encounter ✦ Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier poison damage, and the target is held immobilized 5 feet off the ground until the end of your next turn.
Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Mire the Mind — Warlock (Fey) Attack 7

You assail your foe's mind with unreal images until he can see nothing else.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier psychic damage, and you and all of your allies in range are invisible to the target until the end of your next turn.
Fey Pact: You gain a power bonus to Stealth checks equal to your Intelligence modifier until the end of the encounter.

Sign of Ill Omen — Warlock (Star) Attack 7

You sketch a glowing rune in the air with your fingertip, invoking misfortune upon your enemy. Lines of eldritch power slash across his body as you draw your sign, and fate itself turns against him for a short time.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier damage, and the target must roll twice for its next attack and use the lower of the two rolls.
Star Pact: When the target rolls twice, it takes a penalty to both rolls equal to your Intelligence modifier.

Level 9 Daily Spells

Curse of the Black Frost — Warlock (Fey) Attack 9

You create a fence of sharp frost-needles around your foe. They slowly freeze him, and if he moves or touches them, they grow longer and sharper.

Daily ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier cold damage.
Effect: The first time the target moves on each of its turns it takes 1d8 cold damage (save ends). Until the effect ends, you can use a minor action once per round, starting on your next turn, to deal 10 cold damage to the target.

Iron Spike of Dis — Warlock (Infernal) Attack 9

You call up a spear of red iron from the infernal regions and hurl it at your foe. Transfixing clothing, armor, flesh, or skin, it nails him to the spot where he stands.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 3d10 + Constitution modifier damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed (save ends).

Summons of Khirad — Warlock (Star) Attack 9

A pale blue flame springs up from your brow as you invoke Khirad, a star of dire portent. Your enemy's mind burns with Khirad's flame, and you teleport him where you wish.

Daily ✦ Arcane, Implement, Psychic, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 3d8 + Constitution modifier psychic damage, and you teleport the target to an unoccupied square within 3 squares of you.
Effect: Until the end of the encounter, once per round as a minor action, starting on your next turn, you can make a Constitution vs. Will attack against the target if it is within range but not necessarily within line of sight. On a hit, you teleport the target to an unoccupied square within 3 squares of you. On a miss, the effect ends.

Thief of Five Fates — Warlock (Star) Attack 9

You bind your target's fortunes to five ill-omened stars. Under their dire influence, all sorts of mischance and bad luck befall your enemy.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier psychic damage, and the target is subjected to the curse of five fates. Until the effect ends, the target takes a -4 penalty to attack rolls and saving throws, and gains vulnerable 5 to all damage. The curse ends automatically after the target is affected five times by using an attack action, making a saving throw, or taking extra damage.
Miss: As above, but the curse ends automatically after the target is affected two times.

Level 10 Utility Spells

Ambassador Imp — Warlock (Infernal) Utility 10

You conjure forth an implike presence from the netherworld and give it a message to deliver to a far-off creature.

Daily ✦ Arcane, Conjuration
Standard Action **Ranged** 100 miles
Effect: You whisper a message into the air, and an implike presence appears next to the creature you wish to speak to and delivers your message. If the creature has a reply, the imp appears adjacent to you at the end of your next turn to utter it. If the creature has no reply or is not within range, the imp appears adjacent to you at the end of your next turn to tell you so. The imp then disappears.

Shadow Form — Warlock (Star) Utility 10

You fly apart into a swarm of batlike shadows.

Daily ✦ Arcane, Polymorph
Minor Action **Personal**
Effect: You assume a shadowy form until the end of the encounter or for 5 minutes. In this form you are insubstantial, gain fly 6, and can't take standard actions. Reverting to your normal form is a minor action.

Shielding Shades — Warlock (Star) Utility 10

You call up a swirling shield of darkness from some far domain, interposing it between yourself and dire peril.

Daily ✦ Arcane
Immediate Reaction **Personal**
Trigger: You are hit and damaged by an attack
Effect: The damage against you drops to 0..

Warlock's Leap — Warlock (Fey) Utility 10

You leap through the mystic veil into the Feywild. An instant later, you return a short distance away and alight without traveling through the intervening air.

Daily ✦ Arcane, Teleportation
Move Action **Personal**
Effect: You teleport 6 squares. You do not need line of sight to the destination, but if you attempt to teleport to a space you can't occupy, you don't move.

Level 13 Encounter Spells

Bewitching Whispers — Warlock (Fey) Attack 13

You whisper words of fey power, words that drive mortals to madness.

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. Until the end of your next turn, the target treats all creatures as enemies for the purpose of making opportunity attacks and must make every opportunity attack possible.
Fey Pact: The target gains a power bonus to the opportunity attack rolls equal to your Intelligence modifier.

Coldfire Vortex — Warlock (Star) Attack 13

You create a spinning vortex of brilliant but frigid energy around your foe. Racing streamers of luminous coldfire lash all creatures nearby.

Encounter ✦ Arcane, Implement; Cold or Radiant
Standard Action **Ranged** 10
Primary Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d8 + Constitution modifier damage (choose cold or radiant damage).
Effect: Make a secondary attack.
Secondary Target: Each creature adjacent to the primary target
Secondary Attack: Constitution vs. Reflex
Hit: 1d10 + Constitution modifier damage (choose cold or radiant damage).
Star Pact: You gain a bonus to damage rolls against the primary and secondary targets equal to your Intelligence modifier.

Harrowstorm — Warlock (Infernal) Attack 13

You call up a churning cyclone from the nether planes. It surrounds your enemy, battering him with deafening claps of thunder and hurling him a short distance.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier thunder damage, and you slide the target 5 squares.
Infernal Pact: You slide the target a number of squares equal to 5 + your Intelligence modifier.

Soul Flaying — Warlock (Infernal) Attack 13

You sear your enemy's soul with a bolt of emerald energy, which weakens him greatly for a short time.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 2d8 + Constitution modifier necrotic damage, and the target is weakened until the end of your next turn.
Infernal Pact: The attack deals extra damage equal to your Intelligence modifier.

Level 15 Daily Spells

Curse of the Golden Mist — Warlock (Fey) Attack 15

You lull your enemy into a waking dream. He sees himself in a realm of eldritch beauty, and perceives the real world as a ghostly shadow of itself.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier psychic damage, and the target doesn't get a standard action on its turns (save ends).
Miss: Half damage, and the target doesn't get a standard action on its next turn.

Fireswarm — Warlock (Infernal) Attack 15

Fiery scorpions crawl out of cracks in the ground and swarm your enemy, stinging madly and spreading out to engulf other nearby creatures.

Daily ✦ Arcane, Fire, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d10 + Constitution modifier fire and poison damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can take a standard action once per round to make a Constitution vs. Fortitude attack against the target. On a hit, the target and each creature adjacent to it take 2d10 + Constitution modifier fire and poison damage. On a miss, you deal half damage, and the power ends.

Tendrils of Thuban — Warlock (Star) Attack 15

From the frozen emerald seas under the star Thuban, you call forth dozens of glimmering green tentacles. Reaching down from overhead, they seize your enemies, draining the heat from their bodies and holding them immobile.

Daily ✦ Arcane, Cold, Implement, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Fortitude
Hit: 3d10 + Constitution modifier cold damage, and the target is immobilized (save ends).
Effect: The burst creates a zone of tendrils that lasts until the end of your next turn.
Sustain Minor: Make a Constitution vs. Fortitude attack against all targets within the zone. On a hit, the target takes 1d10 + Constitution modifier cold damage.

Thirsting Maw — Warlock (Infernal) Attack 15

With a flick of your wrist, you create a phantasmal eellike creature from your palm and hurl it at your foe. It latches itself to him and begins to drink his blood . . . and you grow stronger.

Daily ✦ Arcane, Healing, Implement
Standard Action **Ranged** 5
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 4d8 + Constitution modifier damage, and you regain hit points equal to half the amount of damage dealt.
Miss: Half damage, and you regain hit points equal to half the amount of damage dealt.
Effect: The target is subjected to the maw (save ends). Until the effect ends, starting on your next turn you can use a minor action once per round to deal 10 damage to the target, and you regain hit points equal to half that damage.

Level 16 Utility Spells

Cloak of Shadow — Warlock (Infernal) Utility 16

You briefly become a flying shadow, swift and insubstantial.

Encounter ✦ Arcane
Move Action **Personal**
Effect: Fly a number of squares equal to your speed + 2. If you don't land at the end of this move, you fall. Until the end of your next turn, you are insubstantial, and you cannot affect, attack, or use powers on creatures or objects.

Eye of the Warlock — Warlock (Star) Utility 16

You create upon your forehead a mystical third eye and link that eye's perception to the senses of some other creature nearby.

Daily ✦ Arcane
Minor Action **Ranged** 10
Target: One creature
Effect: You see through the target's eyes. The target is not aware that you are doing so. You have line of sight and line of effect from the target for your attacks. Your warlock powers can originate in the target's square. Each time you use a power through this link, a mystical third eye briefly appears upon the target's brow (save ends).

Infuriating Elusiveness — Warlock (Fey) Utility 16

You will yourself across the boundary between worlds, teleporting a short distance. When you appear from the Feywild, you are surrounded by a glamor of invisibility.

Encounter ✦ Arcane, Illusion, Teleportation
Move Action **Personal**
Effect: You become invisible and then teleport 4 squares. The invisibility lasts until the start of your next turn.

Level 17 Encounter Spells

Strand of Fate — Warlock (Star) Attack 17

You call upon a snaking strand of distilled fate that lances toward your foe. If he can't evade it, terrible misfortune ensues.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier damage, and the target gains vulnerability 10 to all attacks until the end of your next turn.
Star Pact: The vulnerability increases to 10 + your Intelligence modifier.

Thirsting Tendrils — Warlock (Fey) Attack 17

You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into his flesh, replenishing you with his vital force.

Encounter ✦ Arcane, Healing, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier damage, and you can spend a healing surge.
Fey Pact: You regain additional hit points equal to twice your Intelligence modifier.

Warlock's Bargain — Warlock (Infernal) Attack 17

You forge a link between your enemy's soul and your own, and then you surrender it to your fiendish patrons. It hurts you, but he suffers more.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 5
Target: One creature
Attack: Constitution vs. Fortitude
Hit: You take damage equal to your level, and the target takes 3d10 + Constitution modifier damage plus extra damage equal to one-half your level.
Infernal Pact: Subtract your Intelligence modifier from the damage you take.

Level 19 Daily Spells

Delusions of Loyalty — Warlock (Fey) Attack 19

Your magic causes your enemy to perceive you as a comrade he must defend, even if he is now at odds with his former allies.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d10 + Charisma modifier psychic damage, and the target is subjected to delusions (save ends). Until the effect ends, the target's first action on each of its turns must be a standard action used to charge or make a basic attack against the last enemy of yours to attack you since your last turn. If no one attacked you since your last turn or if the target is unable to attack, the target loses its standard action.
Miss: The power is not expended.

Minions of Malbolge — Warlock (Infernal) Attack 19

You bring forth fire in the shape of small, infernal imps from Malbolge, sixth of the Nine Hells. They hover close around you and hurl themselves upon any enemy that dares to approach, searing with their fiery touch and driving foes away.

Daily ✦ Arcane, Conjuration, Fire, Implement
Standard Action **Personal**
Effect: You conjure flames in the shape of diabolic imps that appear at your feet. You gain 25 temporary hit points.
Any enemy that enters a square adjacent to you takes 2d10 fire damage and is pushed 3 squares. This effect applies once per enemy per round. It ends when you have no temporary hit points remaining.

Wrath of Acamar — Warlock (Star) Attack 19

You fire a ray of crackling black energy at your enemy. At its touch, he is instantly hurled headlong into the soul-draining depths of Acamar, a dark and distant star.

Daily ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d10 + Charisma modifier necrotic damage, and the target disappears into a starry realm (save ends). Until this effect ends, the target cannot take actions, cannot be targeted, and takes 1d10 necrotic damage at the start of its turn. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.
Miss: Half damge, and the target is dazed until the end of your next turn.

Level 22 Utility Spells

Entropic Ward — Warlock (Star) Utility 22

Fortune favors you; stars portending uncertainty lean in your favor and frown upon your foes.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: Until the end of your next turn, anyone who attacks you must roll two dice and take the lower result. Each time an attack misses due to this effect, you gain a cumulative +1 power bonus to your next attack roll.

Raven's Glamor — Warlock (Fey) Utility 22

You teleport yourself away from imminent danger, but you leave an illusion of yourself behind, distracting and confusing your foes.

Daily ✦ Arcane, Illusion, Teleportation
Move Action **Personal**
Effect: You become invisible until the end of your next turn and teleport 20 squares. You leave behind an illusory image of yourself that persists as long as you are invisible. This image stands in place, takes no actions, and uses your defenses if it is attacked. If the illusion is touched or takes any damage, it dissolves into a pile of dead leaves. If you make an attack, you become visible.
Sustain Move: The invisibility persists until the end of your next turn or until you attack, and you teleport up to 5 squares.

Wings of the Fiend — Warlock (Infernal) Utility 22

You sprout a large pair of leathery wings from your back.
Daily ✦ Arcane, Polymorph
Minor Action **Personal**
Effect: You grow wings and gain a fly speed equal to your speed until the end of the encounter or for 5 minutes.

Level 23 Encounter Spells

Dark Transport — Warlock (Star) Attack 23

You forge a short-lived dimensional gate that slices through your opponent. If you wish, you can leap through the gate and take his place while banishing him to the spot you were just in.

Encounter ✦ Arcane, Implement, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier damage, and you can swap places with the target.
Star Pact: After swapping places with the target, you can teleport a number of squares equal to your Intelligence modifier.

Spiteful Darts — Warlock (Infernal) Attack 23

You create scores of large, infernal darts and send them streaking at your enemies. Each dart that finds flesh pushes the creature it injures out of the place where it stands, moving it to another spot of your choosing.

Encounter ✦ Arcane, Implement
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Constitution vs. Reflex
Hit: 4d8 + Constitution modifier damage, and you push the target 3 squares.
Infernal Pact: Add your Intelligence modifier to the distance of the push.

Thorns of Venom — Warlock (Fey) Attack 23

Raising your hands, you call up from the ground thick vines studded with long, poisonous thorns that wrap around your foe. He is held fast and pierced by the deadly thorns.

Encounter ✦ Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier poison damage, and the target is immobilized and takes a -2 penalty to AC and Reflex defense until the end of your next turn.
Fey Pact: The penalty to AC and Reflex defense is equal to 1 + your Intelligence modifier.

Level 25 Daily Spells

Curse of the Twin Princes — Warlock (Fey) Attack 25

You begin to steal the very semblance of your target. Those around you and your foe can't distinguish between the two of you any longer.

Daily ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier psychic damage. Until the end of the encounter, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.
Miss: Half damage. Until the end of your next turn, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.
Effect: Until the end of the encounter, whenever you are adjacent to the target, the images of you both begin to flow together, such that anyone who hits one has a 50% chance of accidentally hitting the other instead.

Tartarean Tomb — Warlock (Infernal) Attack 25

You create a battering storm of rune-scribed black iron plates around your foe. As they whirl and strike, they quickly assemble into a coffinlike prison of iron and shadow.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 5d10 + Constitution modifier damage, and the target is entombed (save ends). An entombed target is immobilized and lacks line of sight and line of effect to any space other than its own. All creatures other than you cannot gain line of sight or line of effect to the target.
Miss: Half damage, and the target is immobilized (save ends).

Thirteen Baleful Stars — Warlock (Star) Attack 25

You create thirteen tiny crimson stars that dart and whirl around your enemy, blasting him with countless pinpricks of fire and lashing him with waves of supernatural terror.

Daily ✦ Arcane, Fear, Fire, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 5d10 + Constitution modifier fire and psychic damage, and the target is stunned until the end of your next turn.
Miss: Half damage, and the target is dazed until the end of your next turn.

Level 27 Encounter Spells

Banish to the Void — Warlock (Star) Attack 27

You hurl your foe screaming into the skies, and he disappears to some remote and terrible corner of the cosmos. When he returns, madness overwhelms him.

Encounter ✦ Arcane, Fear, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 3d8 + Constitution modifier damage. The target is removed from play until the start of its next turn. It then reappears in the space it left or in the nearest unoccupied space (its choice) and makes a melee basic attack as a free action against the nearest creature. Until the end of your next turn, the target treats all creatures as enemies with respect to them provoking opportunity attacks, and the target must make every opportunity attack possible.

Curse of the Fey King — Warlock (Fey) Attack 27

You invoke the power of a mighty fey spirit. A shimmering emerald coil of eldritch power disrupts your foe and steals from him the luck of his next few moments. It's yours if you want it.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier damage. In addition, the first time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll.
Fey Pact: You gain a bonus to the stolen result equal to your Intelligence modifier.

Hellfire Curse — Warlock (Infernal) Attack 27

You level your clenched fist toward your foe and unleash a terrific blast of black flames.

Encounter ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 5d10 + Constitution modifier fire damage.
Infernal Pact: You gain a bonus to the damage roll equal to your Intelligence modifier.

Level 29 Daily Spells

Curse of the Dark Delirium — Warlock (Fey) Attack 29

You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do anything you wish.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d10 + Charisma modifier psychic damage. On the target's next turn, you dictate its standard, move, and minor actions. It can't use powers other than a basic attack, and it can't take suicidal actions such as leaping off a cliff or attacking itself. Until the end of your next turn, the target cannot use immediate actions or opportunity actions.
Sustain Standard: You repeat the attack against the target as long as it is within range. On a miss, you can't sustain this power.
Miss: Half damage. At the start of the target's next turn, it must use a standard action to make a melee basic attack against its nearest ally.

Doom of Delban — Warlock (Star) Attack 29

A single slanting shaft of frigid starlight strikes your enemy from above and clings to him. Under its unbearable touch, flesh becomes white ice and steel shatters like glass, but you must pay a price to keep Delban's deadly light focused on your foes.

Daily ✦ Arcane, Cold, Fear, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 5d10 + Constitution modifier cold damage.
Miss: Half damage.
Sustain Standard: You can attack the same target or switch to a new target within range. Make an attack (as above) and increase the cold damage by 1d10 each time this power hits (including the initial hit). Each time you sustain this power, you take 2d10 damage.

Hurl through Hell — Warlock (Infernal) Attack 29

You open a short-lived planar rift to the depths of the Nine Hells. It appears as a fiery crevice beneath your enemy's feet, into which he falls screaming, and disappears. A few moments later, a flaming arch appears in the air over the spot where he was standing and disgorges a broken, mewling piece of charred meat.

Daily ✦ Arcane, Fear, Fire, Implement, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 4d10 + Constitution modifier fire damage, and the target disappears into the Nine Hells until the end of your next turn. The target returns to the same space it left, or the nearest unoccupied space, and is prone and stunned (save ends).
Sustain Minor: If you spend a minor action to sustain the power, the target's return is delayed until the end of your next turn. You can sustain the power no more than three times.
Miss: Half damage, and the target does not disappear.

Warlock Paragon Paths

Doomsayer

"I speak for the cold darkness beyond the stars.
I see the myriad ways that doom comes upon you."

Prerequisite: Warlock class, star pact

You wrap yourself in the fear of the darkness beyond the stars and use it as a shield against your enemies. In addition, you examine the strands of fate to issue proclamations of doom to all who stand against you.

Doomsayer Path Features

Doomsayer's Action (11th level): When you spend an action point to take an extra action, you also deal the extra damage of your Warlock's Curse to all of your enemies currently affected by it. Doing so does not prevent you from dealing your Warlock's Curse damage another time this turn.

Doomsayer's Proclamation (11th level): Enemies within 10 squares of you must roll two dice when rolling saving throws against fear effects. They must use the lower of the two rolls.

Doomsayer's Oath (16th level): While you are bloodied, you gain a +2 power bonus to the attack rolls of powers that have the fear keyword.

Doomsayer Spells

Fates Entwined — **Doomsayer (Star) Attack 11**

You lodge a painful psychic shard in your enemy's brain that resonates whenever you take damage.

Encounter ✦ Arcane, Fear, Implement, Psychic
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. Until the end of your next turn, when you take damage, the target takes half that amount of psychic damage.

Accursed Shroud — **Doomsayer (Star) Utility 12**

You envelop your enemy in an inky cloak of shadow that writhes and coils around him, twisting her attacks against you.

Daily ✦ Arcane
Standard Action **Ranged** 5
Target: One creature
Effect: You place your Warlock's Curse upon the target. In addition, it must reroll any successful attack it makes while affected by your curse and take the new result.

Long Fall into Darkness — **Doomsayer (Star) Attack 20**

You point a finger at your foe, and a gaping pit opens beneath him. The pit is merely a figment of his imagination, but he plunges into the darkness nonetheless until, at last, he hits the bottom.

Daily ✦ Arcane, Fear, Illusion, Implement, Psychic
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Will
Hit: 4d8 + Charisma modifier psychic damage, and the target is stunned until the end of its next turn and knocked prone.
Miss: Half damage, and the target is dazed until the end of its next turn.

Feytouched

"I have been touched by the power of the fey, and it drove me mad . . . but the power I gained from the madness has rendered me sane."

Prerequisite: Warlock class, fey pact

Your constant visits to the Feywild and your communion with the fey entity that holds your pact have touched you to your very soul and driven you slightly mad. But within this madness, you have found the power to rise to the next level of your existence. The secrets of the Feywild might be maddening, but they provide you with new opportunities to achieve your goals and defeat your enemies. You relish the madness and can control it, but those you unleash it upon can do nothing but crumble in the wake of the unparalleled majesty of the Feywild.

Feytouched Path Features

Feytouched Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Slashing Wake (11th level): Once per turn, when you leave a square by teleporting, enemies adjacent to that square take damage equal to your Intelligence modifier.

Patron's Favor (16th level): Use Patron's Favor in place of your Misty Step when an enemy under your Warlock's Curse drops to 0 hit points or fewer. Roll 1d6. Use the benefit you rolled or any result lower than that on the list below.

1 or 2: You use your Misty Step as normal.
3: Immediately make a saving throw.
4: Teleport 10 squares as a free action.
5: You gain +2 speed until the end of your next turn.
6: Until the end of the encounter, an enemy takes 1d6 extra damage whenever it takes your Warlock's Curse damage.

Feytouched Spells

Will of the Feywild — Feytouched (Fey) Attack 11

You bend your enemy's will to your whim. In a blinding flash of golden light, the creature teleports to a location you designate and, in its madness, attacks one of its allies.

Encounter ✦ Arcane, Charm, Implement, Psychic, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. You can teleport the target 5 squares, whereupon it makes a melee basic attack as a free action against an adjacent creature of your choice.

Twilight Teleport — Feytouched (Fey) Utility 12

An enemy falls to your curse, and another creature appears in its place, surrounded by motes of twilight.

Daily ✦ Arcane, Teleportation
Free Action **Ranged** 20
Trigger: A creature within range and affected by your Warlock's Curse drops to 0 hit points or fewer
Effect: You teleport yourself or another creature in range into the triggering creature's space.

Whispers of the Fey — Feytouched (Fey) Attack 20

The disquieting whispers of fey spirits surround you, filling the minds of nearby enemies with deranged thoughts and provoking them to turn on their allies.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Close** burst 5
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: The target must make a basic attack as a free action against its nearest ally (you choose the target if there are multiple possible targets). If it can't make the attack, the target takes 2d8 + Charisma modifier psychic damage After it makes its attack or takes psychic damage, the target is dazed (save ends).

Life-Stealer

"Enemies are all around us, offering their life energy for me to use against them."

Prerequisite: Warlock class, infernal pact

Your pact with infernal powers has given you the ability to steal and utilize the life energy of your enemies. This life energy provides you with a new avenue to power, and you hunger for it as a vampire craves blood.

Life-Stealer Path Features

Infernal Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, each target that is hit deals ongoing 5 fire damage (save ends).

Collect Life Spark (11th level): When a creature under your Warlock's Curse drops to 0 hit points or fewer, you take a portion of its life energy by collecting a life spark. As a minor action, you can expend this life spark to gain a benefit based on the creature's origin. At the end of the encounter, any life sparks you have not expended fade away.

Aberrant: You gain a +2 power bonus to all defenses until the end of your next turn.

Immortal: You gain resist 5 to all damage until the end of your next turn.

Elemental: You deal an extra 5 damage to the next target you hit with an attack on your current turn.

Fey: A successful attack you make on your current turn also causes your target to become dazed until the end of your next turn.

Natural: Regain hit points equal to one-half your level.

Shadow: You become invisible until the end of your next turn or until immediately after you make an attack.

Sustain Life Spark (16th level): If you have more life sparks at the end of an encounter than you do healing surges, you regain hit points as if you had spent a healing surge.

Life-Stealer Spells

Soul Scorch — Life-Stealer (Infernal) Attack 11

As black fire immolates your adversary, you release one of your life sparks. Your foe cries out in pain as he feels the life ebb from his body.

Encounter ✦ Arcane, Fire, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 3d8 + Constitution modifier fire and necrotic damage. If the target creature has the same origin as a life spark you possess, you can expend a single life spark matching that origin to deal an extra 10 damage to the target.

Life Spark Summons — Life-Stealer (Infernal) Utility 12

You expend one of your life sparks to fashion an effigy of the creature whose spark you've just released.

Daily ✦ Arcane
Minor Action **Ranged** 10
Effect: Expend a life spark you possess. Place the creature from which you received that life spark back in the encounter within the power's range. It has 10 hit points and acts on your next turn with a full set of actions as an independent creature that you control. The creature can do nothing except make basic attacks and move. It drops to 0 hit points again, dies, and fades away at the end of your next turn.

Soultheft **Life-Stealer (Infernal) Attack 20**

You engulf your enemies in crackling purple energy. As they crumple, blazing motes of soul-light rise up from their bodies and fly into your grasp.

Daily ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 5
Targets: One, two, or three creatures
Attack: Constitution vs. Fortitude, one attack per target
Hit: 4d8 + Constitution modifier necrotic damage, and you gain a life spark from any target that drops to 0 hit points or fewer as a result of this attack, even if the target isn't cursed by you.
Miss: Half damage, and no life spark.

Addendum: Warlock Updates in Brief (Player's Handbook)

Warlock's Curse: Curse damage can now be dealt once per turn.
Curse of the Dark Dream: This power's damage has been increased, it now deals half damage on a miss, and its Sustain entry is now an Effect.
Dread Star: This power now deals half damage on a miss.
Eldritch Rain: This power's damage has been increased.
Crown of Madness: This power's damage has been increased, the Hit entry has an additional effect, and the Sustain entry is now an Effect.
Curse of the Bloody Fangs: This power now attacks Reflex, its damage has been increased, and its Sustain entry is now an Effect:
Hunger of Hadar: This power now deals damage to creatures that start their turns in the zone, and the damage has been changed.
Shroud of Black Steel: Cut the polymorph keyword.
Curse of the Black Frost: This power's damage has been increased, and its Sustain entry is now an Effect.
Iron Spike of Dis: This power now slows on a miss.
Summons of Khirad: This power's damage has been increased, and its Sustain entry is now an Effect.
Thief of Five Fates: This power has been redesigned.
Bewitching Whispers: This power now deals damage.
Coldfire Vortex: This power's damage has been increased, and its secondary attack is now an Effect.
Curse of the Golden Mist: This power now deals damage and has a Miss entry. The Hit entry's language has been clarified.
Fireswarm: This power now deals damage on a miss. The Sustain entry is now an Effect, with clarified language.
Tendrils of Thuban: This power's damage has been reduced.
Thirsting Maw: The Sustain entry is now an Effect, with clarified language. This power now deals damage and heals on a miss.
Thirsting Tendrils: This power's damage has been increased.
Delusions of Loyalty: The Sustain entry has been converted into a save ends effect in the Hit entry. On a miss, this power is no longer expended.
Minions of Malbolge: The conjured flames now deal damage only to enemies.
Wrath of Acamar: The Special and Hit entries have been combined. This power now has a Miss entry.
Raven's Glamor: The invisibility lasts until the end of the warlock's next turn, the Sustain now requires a move action, and the language has been clarified.
Curse of the Twin Princes: This power now has a Miss entry.
Banish to the Void: This power's damage has been increased.
Curse of the Fey King: This power's damage has been increased.
Curse of the Dark Delirium: This power now deals damage.
Doom of Delban: Clarifies that the initial hit starts the damage increase.
Hurl Through Hell: Damage has been reduced, and the teleportation keyword has been cut.
Doomsayer's Action (paragon path feature): No longer counts against once per turn Warlock's Curse damage limit.
Patron's Favor, roll of 6 (paragon path feature): Now deals extra damage instead of increasing die category.
Will of the Feywild: Removed Effect entry.
Twilight Teleport: Clarifies that all creatures affected by the power must be in range.
Whispers of the Fey: Combined Effect and Hit entries, language tightened.
Collect Life Spark (shadow) (paragon path feature): Invisibility now breaks on attack.
Soul Scorch: Combined Effect and Hit entries, language tightened.
Soultheft: This power's damage has been increased, and its language has been tightened.

Dragon # 400 | Editorial Archive | 6/1/2011 New!

Happy Birthday Dragon!

Dragon Editorial

by Steve Winter

Birthdays and anniversaries are key times for reflecting on both the past and the future. This month marks two milestones for Dragon magazine: it's both Dragon's 400th issue and its 35th birthday. Volume 1, Number 1 rolled off the press in June of 1976, under the moniker *The Dragon*, to support a hobby that was still in its infancy. No one at TSR fully comprehended yet what sort of tiger's tail they'd grabbed.

Everyone has a favorite *Dragon* issue, and I'm no different. Perhaps your favorite had an especially amazing cover, or it contained a variant class or monster you especially loved, or "Sage Advice" cleared up a rule you'd been using incorrectly for months. My favorite issue is #47, from March 1981, because it literally changed the course of my life.

I can narrow it down even further, to page 56. To the lower left corner of page 56, to be exact. That's where, while flipping through the magazine at the local hobby shop, I spotted an ad looking for "skilled and talented people to fill positions in the Production, Development and Design sections" at TSR, Inc. Reading the list of qualifications was like scanning my own resume. I was working as a newspaper reporter in Peoria, Illinois, playing as much D&D as possible, writing roleplaying articles and game reviews for magazines such as Steve Jackson Games' *The Space Gamer*, and looking for a new position. I probably would have bought issue 47 anyway for all the terrific articles, but it was the ad that really made me reach for my wallet.

What else did issue 47 hold? The centerpiece was "Crimefighters—Roleplaying Rules for Pulp Heroes" by David Cook. It also offered an AD&D exam, a special section on "The Other Planes," fantasy calendars by Ed Greenwood, AD&D stats for the mythical figures Camilla and Medea, a Squad Leader scenario, and a full-page ad for a bronze dragon miniature (5 inches high and 8 inches long!) cast in real bronze for only $750. That would be about $1,800 now. I can't imagine they sold very many, but I know that I wanted one.

That help wanted ad led to me getting a job at TSR in May of '81, and I've been working on D&D ever since. Instead of writing about city council meetings, school board elections, home burglaries, and municipal construction projects for 30 years, I've been privileged to write about wizards, dragons, deadly traps, and labyrinthine tombs. It's hard to say whether I've contributed more to the well-being of the world through D&D than I would have in the news business, but I like to think that the answer is yes.

Much has changed since 1976. D&D is in its 4th edition, and it's being published by Wizards of the Coast LLC instead of TSR, Inc. *Dragon* comes to you digitally instead of being stuffed into your mailbox, and you get a suite of handy electronic resources along with it. And a 5-inch-high, 8-inch-long miniature dragon is barely into adulthood; a really big one is over a foot tall.

Through the month of June, other members of the D&D team will pick out their favorite articles from *Dragons* past, and we'll reproduce them here for everyone to enjoy, along with reminiscences from past editors-in-chief. We'll also bring you more character themes, "Bazaar of the Bizarre" (a regular feature that goes back to *Dragon* 27, when Gary Gygax introduced the *bag of wind*), new options for *Heroes of Shadow* and *Heroes of the Forgotten Kingdoms* characters, and the full monthly menu of columns, previews, and excerpts.

Dungeon # 400 | D&D Alumni Archive | 6/10/2011 New!

Dragon Magazine

D&D Alumni

Bart Carroll

This month, we've been celebrating *Dragon* #400, as well as the magazine's 35th anniversary—with past articles reprinted (with some modern commentary), interviews with past editors-in-chief, and even the return of cartoons. So for this installment of *D&D Alumni*, we of course wanted to look back at *Dragon*. Our words will be brief; instead, we're showing off the glorious covers of the first 100 issues!

From Bill Hannan's cover of issue #1, to Dennis Kauth's paper sculpture for #100, these issues saw their share of motley dragons, knights and warriors, thieves and wizards… not to mention armed snowmen, dancing swords, winged frogs, undead hordes, lunchroom brawls and thanksgiving feasts, and at least three fantasy chessboards.

I have my favorite covers from this era. What are yours?

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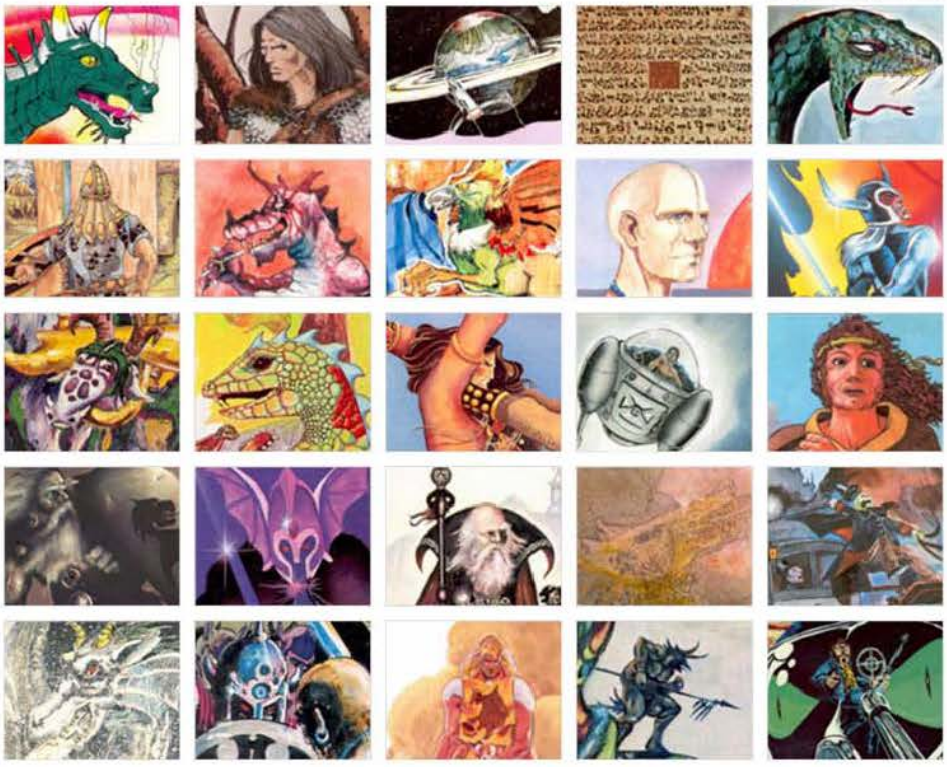

Bart Carroll

Bart Carroll is neither the result of genetic experimentation by some insane wizard, nor a nightmarish creature loathsome beyond description (though he has been called both); a medium natural humanoid, he joined Wizards of the Coast in the spring of 2004. Originally producing their licensed property websites (including *Star Wars* and G.I. Joe), he transitioned to the D&D website, where he's remained part of the D&D Insider Team. In this role, he generates website content in support of the 4th Edition line of products, the online magazines, and the gamer lifestyle—of which he is an extremely proud adherent.

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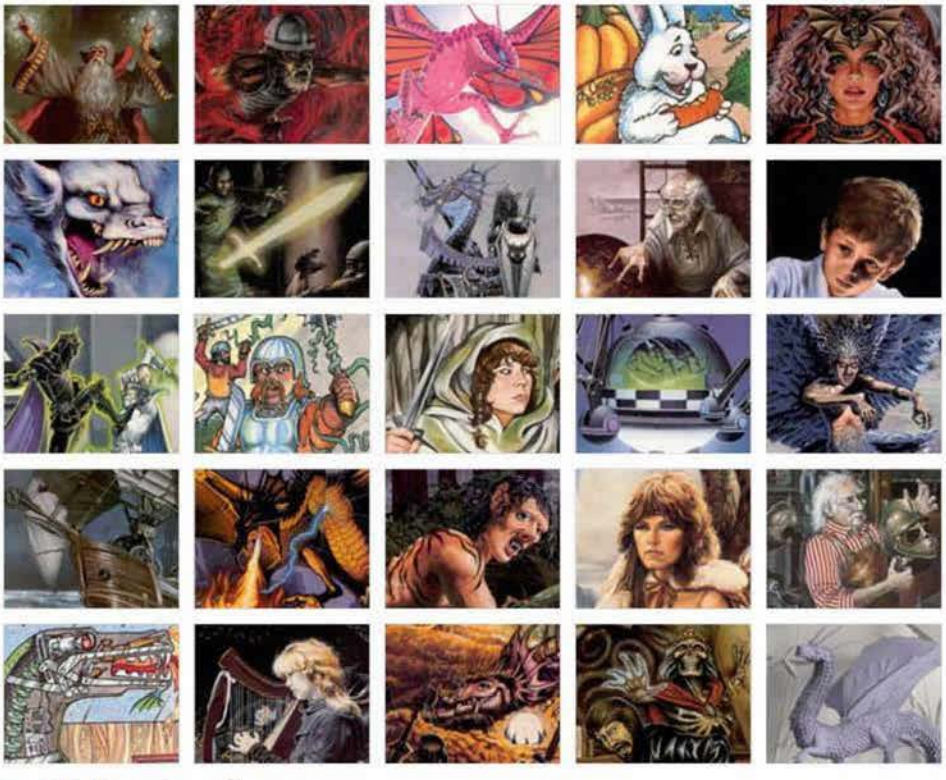

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Dragon # 400 | Ampersand Archive | 6/13/2011 New!

400 Dragons

Ampersand

By Bill Slavicsek

Sounds like the title of an upcoming Drizzt novel by R.A. Salvatore, doesn't it? Or maybe the name of a new Hong Kong action-adventure film. Or even the beginning of read-aloud text in your next D&D adventure.

> "*The door swings open to reveal a 10x10 room. Inside the dark chamber, you see 400 dragons. The creatures all turn their large heads to look at you. And each one is about to breathe …*"

Hmmm. I'll have to save that for my next Thursday night game session.

But no, I'm not talking about a novel or a movie or a D&D encounter. I'm talking about an amazing milestone in D&D history. This month marks the 400th issue of *Dragon* magazine. From its humble beginnings in 1976 right through to the present day, *Dragon* has managed to inspire, entertain, inform, and sometimes irritate players and Dungeon Masters alike with its mix of editorials, columns, feature articles, cartoons, and other content relevant to roleplayers in general and **Dungeons & Dragons** fans in particular. There have been highs. There have been lows. (Sometimes in the very same issue.) From the original print format to the current online version of the magazine, **Dragon** has always been something of a *bag of tricks*. You reach in, roll the dice, and pull out anything from a bat to a rhinoceros. That's the beauty of grab bags. And *Dragon* has been and continues to be the ultimate D&D grab bag. I wouldn't want it any other way.

I started buying *Dragon* in the late 70s, when my original D&D campaign kicked off and the Dungeon Master in me was devouring everything about the game that I could get my hands on. I remember using the special adventures that were included in the magazine in those days, before the debut of *Dungeon* magazine. "Doomkeep" comes to mind as one that kept my gaming group busy for a number of harrowing nights. I also have fond memories of the Winged Folk, a player character race introduced in issue #51. The inspiring art and rich story of these flying people inspired me to add them to my ongoing campaign, and they eventually wound up providing invaluable help to the adventurers after the initial clash of cultures played out (in the tradition of the best superhero team-ups of the day).

Dragon also served as a proving ground for industry hopefuls, and even in its current incarnation it provides a showcase for new talent, from artists to game designers looking to break in. Some of the best people on my staff found their way to the

Doomkeep

Doomkeep was the second official AD&D Masters Tournament, run at GenCon XII. From *Dragon* 34: "Players were grouped in 3-member teams for their trip through the dungeon. Each team was allowed to pick 3 player characters from a list of 14 characters, and each team had 3 hours of real time to adventure.

"The tournament was designed by Brian Blume of TSR Hobbies, who also acted as head referee. The dungeon was constructed from rooms or parts of rooms, submitted to Brian by those who were invited to play in the tournament."

The adventure included the following preliminary briefing for players:

The three of you are a group of adventurous wanderers. You have journeyed to a far-off land in search of the fabled ROCK OF AGES, a mighty artifact which is rumored to confer everlasting youth, strength and health to its possessor. You have determined that it is somewhere in this vast land, but the legends place it in at least a dozen different places.

However, you are certain that the dungeons of an ancient castle, DOOMKEEP, hold vital clues to the exact location of the artifact. You are before the castle, and have decided to enter it in search of not only the information it contains, but also for the chance of obtaining valuable treasure: a thought which is near and dear to your hearts. The only entrance into the castle is

R&D team via one or both of the magazines, including Chris Perkins, James Wyatt, and Kim Mohan.

So, on this special occasion, let's give a rousing shout out to everyone who ever contributed to *Dragon* magazine over the course of these 400 issues. Let's celebrate fond memories and continued good reads. And let's take a moment to thank the thirteen* individuals who directed those issues from 1976 to today, the past and present editors of *Dragon*: Timothy J. Kask, Jake Jaquet, Kim Mohan, Roger E. Moore, Wolfgang Baur, Pierce B. Watters, Anthony J. Bryant, Dave Gross, Jesse Decker, Chris Thomasson, Matthew Sernett, Erik Mona, Chris Youngs, and Steve Winter. Great job, guys! Here's to the next 400 issues!

a door leading to a passageway down into the ground below the walls.

You will receive a map showing the land of this portion of the world and the possible locations of the ROCK OF AGES. After the adventure is over, you will be requested to write down the place where you believe the ROCK OF AGES is located, based on the clues you have uncovered. You will not be allowed to consult with your teammates on this and you will score bonus points if you select the proper location.

* I wrote the number thirteen and then proceeded to type out fourteen names. That's not a mistake. One of *Dragon*'s esteemed editors changed his name between stints, so he appears twice on the list.

Lair Assault

A new Organized Play program debuts in September with the launch of **Dungeons & Dragons Lair Assault**. This in-store program turns the usually cooperative D&D experience into a competition between the Dungeon Master and the players. Make no mistake—these are killer dungeons designed to test the mettle and skill of players against a wide variety of monsters, traps, and hazards. Players must approach each *Lair Assault* with two objectives: build the right character for the job, and bring your A game.

In contrast to the **D&D Encounters** program, *Lair Assault* is designed for players seeking a more complex, highly tactical challenge. Groups of players might need to tackle each challenge several times to determine how to best solve it, using a combination of skill and luck. Dungeon Masters are given the tools to really make the players sweat.

Give the first entry in the program, *Forge of the Dawn Titan*, a try at your local game store when the program launches in September.

Check Out *Legends & Lore*

Have you been following the conversation going on in Mike Mearls' *Legends & Lore* column? There have been some fascinating discussions happening as Mike spins out his thoughts about the past, present, and future of the D&D roleplaying game. It's an amazing discussion, and it gets more interesting every week. See you over there!

Keep playing!
—Bill

In Case You Don't Know Him

Bill Slavicsek's gaming life was forever changed when he discovered **Dungeons & Dragons** in 1976. He became a gaming professional in 1986 when he was hired by West End Games as an editor. He quickly added developer, designer, and creative manager to his resume, and his work helped shape the *Paranoia*, *Ghostbusters*, *Star Wars*, and *Torg* roleplaying games. He even found some time during that period to do freelance work for D&D 1st Edition. In 1993, Bill joined the staff of TSR, Inc. as a designer/editor. He worked on a bunch of 2nd Edition material, including products for Core D&D, *Dark Sun*, *Ravenloft*, and *Planescape*. In 1997, he was part of the TSR crowd that moved to Seattle to join Wizards of the Coast, and in that year he was promoted to R&D Director for D&D. In that position, Bill oversaw the creation of both the 3rd Edition and 4th Edition of the D&D Roleplaying Game. He was one of the driving forces behind the *D&D Insider* project, and he continues to oversee and lead the creative strategy and effort for **Dungeons & Dragons**.

Bill's enormous list of credits includes *Alternity*, *d20 Star Wars*, *The Mark of Nerath* **Dungeons & Dragon** novel, *Eberron Campaign Setting*, the *D&D For Dummies* books, and his monthly *Ampersand (&)* column for *Dragon*

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Until We Meet Again

Ampersand

By Bill Slavicsek

No preview of an upcoming product this month. No R&D secrets to reveal. Not really. Instead, I wanted to let you know that I'm leaving Wizards of the Coast. It's time for my next adventure.

It's hard to believe that I first entered the hallowed halls of TSR, Inc. in the long-ago year of 1993. I was the new kid on the block back then, even though I had seven years of professional work behind me at the time and a handful of industry awards already to my credit. Some of the greats were still on the staff back then, people whose work I admired and played in my formative years, including Zeb Cook, Jeff Grubb, and Jim Ward. My first projects were set in the **Dungeons & Dragons** worlds of *Dark Sun*, *Ravenloft*, and *Planescape*, and I couldn't have been happier. It was a gamer's (and game designer's) dream come true. As time went on, I got the plum assignment of lead designer for the **Alternity Science Fiction Roleplaying Game**, working with co-designer Rich Baker and editor extreme Kim Mohan. It was a great time.

In 1997, Wizards of the Coast acquired TSR and moved me and a bunch of the staff out to Seattle. Shortly thereafter, I was promoted to Director of R&D for Dungeons & Dragons. I've had the pleasure of working closely with a talented group of creative people over the years, and we accomplished such feats as launching both the 3rd and 4th editions of the D&D roleplaying game, creating **d20 Modern** and **d20 Star Wars**, launching painted plastic miniatures for D&D, creating new worlds such as *Eberron* and the D&D Core World, and most recently launching a new category of D&D board games that started with *Castle Ravenloft*. I can't wait to see what they do next! I know that whatever it is, it will be great and I will be playing it.

My professional time with D&D may be coming to an end, but the game and its worlds will always be near and dear to my heart. I am a gamer, first and foremost, and it's the game I always go back to for inspiration and fun. So, until our paths cross again, do what I'm still doing and …

Keep playing!
—Bill

This is Bill Slavicsek's final act as Director of R&D for Dungeons & Dragons Games and Novels. He's had a blast. Now he can't wait to find out what happens next.

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